MAGAZINE ST AMIGA C64 CPC SPECTRUM PC

NINTENDO SEGA



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See page 8 WIN ONE

£2 000 Competition page 32

BRINGING HOME THE CH A



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PECIALS

MAKING MUSIC

Our new music editor, Jon Bates, kicks off with an overview of the music-making possibilities offered by your computer.



GOING TO WAR

In the ACE wargame special, resident combat freak Andy Smith gets to grips with a batch of wargames, while our friend Zog ponders the future of computer wargaming. All the details, in plannius techniculous.

AMEPLAY

ACE

Andy Smith finds out what's new and exciting in the arcades and brings us a special report from Flashback, the world's largest video-only arcade. Feast your eyes!

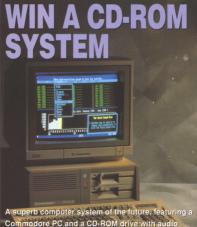
SCREEN

A full run-down on all that's hot in the games world, including reviews of the latest Sega and Nintendo products, an evaluation of the long-awaited FOFT, island-hop ping with Archipelagos and a close look at Millennium 2.2.









output is up for grabs... see Page 32.

SCREENTEST SUPPLEMENT 65

The full update service, as usual, together with a quick peek at what's happening in the budget world.

TRICKS 'N' TACTICS

Sega console owners have cause to celebrate over this

month's special two-page TNT feature, which is iampacked with maps, hints and tips. Meanwhile, on the computer front, players are treated to game-busting infoon Galdregons Domain, Dragon's Lair, R-Type, Joan of Arc - and much, much more besides





ADVENTURES Adventure Conference...

Our guru gears up for the release of new titles from Infocom, offers readers the chance to take part in a Mediaeval weekend and monitors the all-new ACE

REGULARS

The PC Engine is finally available over here in the UK. We check it out and tell you where to find it. Other developments are taking place on the CD front find out for yourself what's happening.

LETTERS

A pot-pourri of opinion - your change to get on a hobby horse and ride it into the pages of ACE.



Brian Larkman takes Pro Artisan through its paces on the Archimedes and delves into his pixel postbag. 130

And it's goodbye from us.

THE BLITTER END

PINKS

Loads of goodies this month, including TWO helpings of Nigel from Rigel! Why? Because after his unscheduled holiday last month a few of you may be suffering withdrawal symptoms. N'Gar's still on the rampage so read about his latest exploits. If it's more cerebral stuff you're after hunt down the Prize Crossword (with correct grid this month) and Puzzle. PLUS all the other wibble. wibble, wibble hat-stand completely year planner '89 over Roger ignite afterburners....(9)

A SOUND ISSUE

Making music can be one of the most rewarding applications of the home computer. Thanks to today's technology. you don't need to spend years mastering the techniques involved in playing instruments well. All you need to do is communicate with a few chips and they will do all the hard work of producing violin sounds, harpsichord noises or whatever

Anyone with an ear for a tune can use a computer to make beautiful music. But where to start? We tell you how this month, and show you how on the cover-mounted audio cassette. The home computer opens up a whole new world of entertainment once it is connected to a MIDI system and used to control sounds be part of it!



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GETTING CD AUDIO FROM THE ENGINE

How does the Engine's CD ROM drive measure up as an audio player? HiFi Choice's CD specialist Paul miller puts it through his test lab....

To all intents and purnoses NFC have nulled out of the LIK audio market, so this portable add-on to the PC Engine will be waving the corporate flag on its tod for the time being. equipped with rudimentary controls such as track skin and all-reneat but when used in conjunction with the PC Engine a variety of other features are accessible These include A-B search, direct track access, a 99-track ran-

access, a 99-track random access memory and introsearch – the sort of features available on all self-respecting CD players costing upwards of £250.

Technically, the CDR-30 is pretty basic with both harmonic and intermodulation distortions hovering around the 0.1% mark (@ 0dB) with an output level some 3.7dB below the nominal CD standard at 1.3V. The 3D plot uses a peak level 0-20kHz sweep and highlights those IM products associated with the 44 1kHz sampling frequency and its multiples (ie 88.2kHz). Those products manifesting to the left of the sweep fall within the audio range. Noise.



Above and below: HiFi buffs will get the full picture from these detailed test results. The Engine's CD player was put through its paces on Paul Miller's test ris.





Controlling the PC Engine's CD player in audio mode from the control panel.

channel balance and separation are acceptable for this kind of machine though the 15.5Bit inearity came as something of a surprise. Note the falling response of the headphone output which will sound progressively more dull as the volume is increased.

Via the line outputs this player sounded moderately detailed and tonally neutral, but it was also rather lackustre and unimodiving. Deep basis notes were conspicuous by their absence, while stereo perspectives were milby flattened lending a thin, insubstantial feel to large scale orchestral works. Consequently the rhythm to Tanita. Tikaram's Sighing Inno-

large scale orchestral works. Consequently the rhythm to Tanta. Tikaram's 'Sighing Innocents' was tainted with a feathery quality, the leading edges of notes bereft of crisp clarify and transient impact. Nevertheless the player did not sound objectionably bright: coarse certainly, but not overly forward or aggressive. In general terms

the quality of this player was convincingly trounced by the better full-sized players, such as the Marantz CD65II, and portables like the Technics SL-XP6. Never theleas the NEC player cannot be judged solely in the context of these

conventional units because it also offers the flexibility of a fully-fledged CD-ROM drive. Buy it for the games potential and treat the playing of music CD's as something of a bonus.



he first low-cost CD ROM system is now available in the UK as part of the PC Engine's range of peripherals. Further to our report in the February issue, yes, the Engine is now officially on sale in Britan...

The CD FOM drive, which costs an addition of a 4500 with the reletized if you by it from Micromoda at the same time as your Engine, and the same time as your Engine, and the compared at the same time as your Engine and the Compared all always specific the mean \$500 and \$1,000 on a CD ROM drive for an \$81 PC compatible, but so for Artar's oft-demonstrated CD drive for the ST is still under commodated always. All it, if seems, can't see commodated always, Aller, if seems, can't see commodated always. Aller, if seems, can't see commodated always, Aller, if seems, can't see some control always are seen and the commodated always are always and the commodated always. Aller is seen to resolve the commodated always are always and the commodated always are always are always are always are always are a

New firm Micromedia is currently importing PC Engines from Japan with the blessing of NEC and Hudsonsoft, the creators of the system, and is busy arranging to sell the hardware and a selection of software both by mail order and through high street shops.

Micromedia plan to offer the full range of hardware add-ons, including the Multi Taps that allow several players to join in the action on selected games, the CD ROM player and interface, and additional joysticks and controllers. The basic Engine will be provided in the LIK with either a SCART video output (the cheapest option) or PAL modulator so that it can be connected to a standard colour TV set. Top of the Micromedia range is the PC Engine Mission control, which includes a Phillips 883 medium resolution colour monitor, the CD ROM drive and interface, the Engine itself, power supply joypad and a CD ROM game - Fighting Street, more commonly known in the arcades as Street Fighter. If you already have a monitor or TV set that can accept a SCART input, the basic pack of PC Engine, power unit and controller - the minimum system configuration - is

available for £199.95.
Andrew Snales, the man behind Micromedia's import drive, is clearly excited by the prospects for the PC Engine, and has invested fairly heavily in producing the ultimate PAL interlace so UK users can get the best out of the Japanese Engine. NEC have maintained that the Engine is a strategic product? so far as Europe is concerned up until now and appeared mystifyingly uniterested in the European maket. The level of NEC interest in Europe is stall, pressurably, low, as they have let brand new

CD-PLAYER:NEC CD-ROM

Frequency Response, L: 20Hz-14.7kHz B: 20Hz-14.9kHz

Channel Balance, 20Hz: 0.15dB 1kHz: 0.13dB 20kHz: 0.11dB

Channel Separation, 20Hz: 67.3dB 1kHz: 68.1dB 20kHz: 41.7dB

Left/Right Phase Error @ 10kHz: 43° 12' @ 20kHz: 86° 24' De-emohasis Accuracy

De-emphasis Accur 1kHz: -0.02dB 5kHz: +0.29dB 16kHz: +0.91dB Signal to Noise Ratio, (A-wtd): -84.6dB (A-wtd, with emphasis):

THD (L/R @ 1kHz), 0dB: -62.6dB/-67.0dB -10dB: -59.7dB/-64.4dB -30dB: -48.7dB/-66.0dB -60dB: -25.3dB/-24.7dB -80dB: -6.8dB/-7.1dB -90dB (undithered): -80.4dB (undithered):

CCIR IMD, 19kHz/20kHz, 0dB: -59.8dB -10dB: -50.4dB

SMPTE IMD 400Hz/7kHz, 2nd Order: -57.2dB 3rd Order: -62.7dB Suppression of stop-band intermodulation: -26.3dB Resolution at -90dB, L: -3.3dB R: -3.31dB Peak Output Level, L: 1.308V R: 1.284V Output Impedance (line):

Track Access Time: 2.5secs Serial Number: 8Z002740E Typical Retail Price: £290

1.502kohm



THE ENGINE ARRIVES!

Compact Disc ROM hits British shores with a vengeance, but largely without software. Only three CD ROM games are in existence at the moment... two of them for the PC Engine.

company Micromedia to produce the PAL interface themselves. Some UK software houses are interested in supporting the Engine, in particular Telecomsoft, but no one seems keen to commit development money and actually start writing games for it vet.

In America, hosever, things are looking rather different - NEC are about to launch the Engine in the States themselves, and American developers are already actively contemplating writing games for the system. Chemisware's Dave Riordina states that his interactive Development team are looking closely at the Engine and its CO ROM three and or are already taking to REC about producing games — more of that PEC about producing games — more of the Compact Dave specific producing participations of the Compact Dave specific producing participations and the PEC about producing games — more of the Compact Dave specific producing participations and producing participations are produced to the producing participation of the producing participatio

The American interest could lead to a flurry of Engine programming. Smales comments: 'with the full bunch scheduled in America later this year, the plans for software will make the PC Engine one of the most versatile and wellsupported games machines in the world.'

The current range of Japanese titles includes some really hot arcade conversions from the likes of Sega, Irem, Capcom and Namco, along with some impenetrable games that only make sense to a native Japanese>

(Left) The basic PC Engine unit slots into a neal interface unit, snuggling next to the CD ROM/audio CD player. To run a CD ROM game, a disc is placed in the player and an accompanying smart card slots into the Engine. A pre-cuit card is used in the Engine when year and any audio compand its street in the Engine when year and any audio compand (isses through the street and the Engine when years).

We all know that Actions speak louder than words.



coming soon to a good Software store near you!

with computer games seeing is believing

from # 5 To To



PC Engine versus ST. The same end-oflevel guardian, from R-Type on the Engine and R Type on the ST. Can you tell which is which? Hint: the one at the top is from the Engine... Good, isn't it?

speaker, and two CD ROM products. To start with, Micromedia will be offering a selection of around twenty titles from the library of fifty games available, selling them for £29.95 each. Expensive, but not desperately so in the light of standard Amilica and St. software.

The crack team of games reviewers here on ACE found the Engine's arcade conversions - such as R-Type and Galaga '88 - so addictive that the machine had to be locked away and limited to 'after hours' recreational use, without putting our Engine under lock and key during the day, this issue would never have arrived at the printers. Reaction to the CD ROM game was less enthusiastic - it was loaded and played for a while, and while the CD- quality sound effects and music were impressive the basic beat-em-up gameplay failed to impress. Street Fighter was really only a wow in the arcades while the machines had the pneumatic punchpads as controllers - when arcade oner. aters fitted standard joystick controls, fearing for the safety of their expensive cabinets. Street Fighter lost most of its appeal to tennence-wielders

CD ROM is definitely going to be the format of the future - within a couple of years it is likely to become the main medium for the distribution of games and, if you want to be at the forefront of new technology, investing in a PC Engine with CD drive will prove very tempting Doubly so, if you don't already have a CD player - the Engine's player doubles as a standard audio machine which is controlled by software running on the Engine itself. We gave the system to Paul Miller, a specialist CD reviewer for the prestigious HiFi Choice magazine, and his comments on the audio capabilities of the system appear on the previous pages along with his analysis of its audio performance. HiFi Choice plan to run an in-depth review of the Engine in a future issue, so if you want a detailed run-down on its audio performance.

talk to your newsagent about getting a copy.

We also asked Tory Takoushi to give us his opinions on Fighting Street, the CD ROM game. As might be expected, our Tone abandoned all reserve and reacted in his normal manner...

LEAP, SPROING, GIBBER, CAVORT

Put a PC Engine connected up to a CD ROM drive in front of Tony Takoushi, and the result is predictable. Predictable in the extreme. Street Fighter, or Fighting Street, really took his fancy...

"...press the RUN button which fires up the CD Player and you are welcomed
with a Capcom title screen
and a young lad thumping
his first through the wall and
the Flighting Street logs filing the centre of the
screen. The attract mode
cycles between the Capcom logo, highscores and
a simple Flighting Street

On pressing the RUN button you have to choose either one player or player 1 versus player 2 (that is a two player option to you and mel). On one player you then go to a course select, you can start in one of four countries Japan, USA, UK or China, there is some scintillating music and the title of the country.

chosen is announced.
You are then shown a
portrait of your opponent
with some more really
jazzy music and then you
go into the game, you walk
in from the right and your
opponent from the left the
phrase MANDO' is betted
out and you have to dive in
and left him have it.
The moves are none

too new but the speed of action, graphics digitised comphs, aarrghhhs and screeches of pain are a littie too close for my comfort, you really FEEL you are beating hell out of this guy! Every blow has a digitised guttural growl and the killer blow deciding the round has the opponent collapsing to the floor with a gut wereching moan. THE MUSIC, THE MUSIC, THE MUSIC, THE MUSIC,

It is stunning jazz funk at its best and most evocative it totally enhances the play and makes you want to get up on your toes and kick around the screen in exhiliaration! That is about the only way I can describe it.

You have to defeat each

you have to defeat each opponent over the best of three rounds, you have an energy guage and if it his zero you lose completion of each round, so the quicker you are the higher the bonus. On defeating the enemies in each country you get to play a bonus round (breaking sties-kick-ing plates around the screen are just two) again dicitised speach is littered.

all over the place. If you

are beaten a head shot of

the enemy appears and a

voice booms out, 'you have

got a lot to learn before you

beat me, try again kiddo' and a monstrous laugh follows. Similarly if you beat an opponent he appears and warns you 'What strength, but remember there are many guys like

you all over the world!

When you have beaten
the enemy in one country a
world map appears and a
little plane files to the pext.

country.

Each country has its own characters and different backdrops with a discerning kung fu style, you have to watch and learn the moves to progress

through the game.

As a debut game it is quite breathsking and still has only touched the surface of the CD format, with companies in the UK and states looking at CD for games it clearly is a sector that has a long way to go and has a great deal of potential for the home games maked.

The second CD is not so much a game as an interactive pop story where a young girl becomes a pop star with loads of hires piccys and japanese pop songs to be enjoyed along the way..."

Er, thank you Tony



"HEY GUYS, WE COULD BE IN SERIOUS TROUBLE HERE!"

ACTIVISION HAVE JUST BROUGHT OUT THE NEW

REALGRESTEUSTERS

GAME AND THERE'S SOME REAL HEAVY DUTY GHOSTS
FLYING AROUND IN THERE

JOIN IN WITH ALL YOUR FAVOURITE REAL GHOSTBUSTERS HEROES AND SAVE YOUR CITY FROM A HAUNTING ARRAY OF GHOULS, GHOSTS AND THINGS THAT GO BUMP IN THE NIGHT

ZAP AND TRAP AS MANY CREEPY GHOSTS AND SCARY MONSTERS AS YOU CAN — BUST THE MAD MONKS OR THE GARISH GHOULS AND HEAD FOR SOME REAL BAD CRAZINESS!

PICK UP THE KEYS, DUMP THE GHOSTS AND SEEK OUT MORE SPOOKS — OR YOU'LL BE HISTORY!









HYPER HYPER

Why are games continually exaggerated and not given a straightforward chance when they are released? I'm talking about hype you know, that thing that can make or break a game no matter how good or bad it is.

I'm not saving that Robocop. as a game, didn't live up to the type of being a brilliant coin-on and one of the biggest film tie-ins of the year. This is one example of a game that is 'made' by hyne but take an example of a game that i, 'broken' by hype, and you

have a different story. Take Afterburner. The hype started as soon as a home computer version was mentioned, on

account of its arcade big brother. When screenshots were available. magazines printed major previews of the game, and again reminded us how brilliant the arcade machine was and how good the game should be. Activision also added to this by printing mega, double-page advertisements all over magazines. But Afterburner could not live up to all the hype.

and flopped in nearly all reviews. If Afterburner had been an original concept. I'm pretty sure that it would have been given much higher ratings. Instead of this, it received bad publicity that it did not deserve. The hype that coin-on conversions receive before their release can do them harm - it is not always the game A Alexandrou Rickmansworth

True enough, some games suffer from hype but others benefit from it as the next correspondent points out

Major companies have been buying lucrative licences, such as Afterburner, and producing games that wouldn't sell well at any price if the game didn't carry the name of a highly successful arcade game. Because of the name, everybody clamours to get a copy from their local computer store and smaller companies lose business because the latest conversion is THE game to have. Nobody waits for a review - neople just think that because it was a good arcade game, then it must be a good computer game

Good licences can achieved, like Operation Wolf, so why don't arcade game producers go for the company with the best programming team not the one with the most money?

M Richardson Barton-on-Humber

If you buy a game without reading the reviews or getting a friend's opinion, you lay yourself open to being disappointed. By now, people should have realised

GIRL TALK

Mandy Flower's letter concerning the apparent lack of female comnuteruisers raises some important points. I suggest the reason there are so few is probably because many females are not interested.

But why are they not interested? After all, during the latter half of this century we have been bornbarded with a host of explanations as to why women do not participate in any number of activities. It has been suggested that they have been discriminated against directly or indirectly, culturally or in some cases because there has been some dastardly plot by men to prevent them joining in. In many cases these explanations may be valid, but may I venture to suggest that since computers, and in particular computer games, are a relatively recent phenomenon such explanations are hardly

Unfortunately we may now be subjected to a tidal wave of propaganda. Before we know it there will be a women's page for female computer users, special computer programs that are friendly to women, books in simple language for the fair sex, special radio and television items along with special university and college courses.

Women must be amazed at the continuing degradation of their sex by this type of marketing. Mandy Flowers may express disannointment that there do not seem to be many female users. but already the Editor of ACE has subjected us to the patronising spectacle of suggesting a special female computer club. Wouldn't there be a stink if someone sug-

gested an all-male computer club and quite rightly so. V Rotterill

Hertford

Why, hold on there a moment, Women are more likely to be amazed by the continuing degradation of their sex in adverts that show women as gorgeous pouting bimbos with huge breasts and skimpy clothing who need to be rescued by butch hard guys. And as for being patronising, you've got the wrong end of the stick again matey. All I did was offer interested parties the facility to get in touch via ACE - which is hardly being patronising. The next correspondent has a rather more measured view on the



matters you raise...

rather patronising. Female computer users are quite capable of standing up for themselves without well-meaning people like David Carter trying to give us doll-dressing programs. It'll be housework simulators and supermarket arcade games next

There is a great deal of sexism in the software industry, and most games to seem to be aimed at spotty fourteen-year-old boys. Your average male player may think it is great to wander around ripoling with muscles and solatter ing everything that moves with his super-mega-laser in order to rescue the bimbo at the end, but this sort of thing is unlikely to anneal to female users

I think that all this shooting and blasting is a way for teenage boys to prove how macho they are to their friends. Us girls just don't need that sort of thing. We prefer more intellectual software, and it is an interesting fact that a far higher percentage of females play adventures than arcade games. Infocom have already started tapping the female adventure market with Plundered Hearts, and most decent role-playing games (except Bards Tale - come on chaps®

have a female character option. The most offensive aspect of the software industry at the moment are some of the Page Three-style adverts that even your illustrious magazine occasionally prints. Contrary to popular belief, women are not a bunch of helpless bimbos who depend on men

to do everything for them, which is, how they are denicted in these ads. This is a feeble stereotype we are people too, and we are just as intelligent as men, so stop depicting us as if we only have bodies and no brains.

Emma Heggie Salisbury

Sound opinions win you £25 worth of software. Emma. If ACF were an ideologically sound, nonsexist computer magazine then we would refuse to run advertise. ments that ran the risk of 'degrading' women. But with a rampantly sexist Ad Manager. er, I better stop right now, while I'm ahead. Another female perspective follows...

Why do some people have to make an issue over the fact that females are in a minority in the computer leisure area? Why do they urge us to band together and fight against sexism? Basically, it is obvious that computers will appeal more to men and so-called male interests - it is the nature of the beast. At the end of the day it is a man's world. Women have to be more adaptable, and not always by choice. We wear men's clothes as a matter of course - jeans, trousers and shirts being prime examples. Can you tell me the last time you saw a man wearing a dress?

that not all arcade games convert equally well to being brilliant computer games, but it still seems that the name sells...

ANOTHER CONSPIRACY THEORIST

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I can't believe that you gave a prize to Keith Smith for his letter. To start with, the enemy in a comnuter game does not have to be inhuman and totally evil - it just has to be an enemy! To take up Richard Warden's point, simulators, such as F-16 Falcon, Interceptor etc have MiGs as the enemy (presumably Soviet ones). The enemy are not portraved as inhuman and totally evil - just as a load of other pilots keen to shoot you down. The only consistent property of an enemy in a computer game is that he/she/it is trying to kill you. A game about machinegunning a nursery-school playground wouldn't sell because there's no visible enemy present.

Then: "even in peacetime we are constantly being manipulated and taught to regard other nations as a threat - there can otherwise be no justification for the vast amounts of money spent on arms' has all the quaint naivety of a

conspiracy theory Exactly which other nations is Keith Smith referring to? The Soviet Union, perhaps - currently the only nation to have invaded a European country since World War II. or is that another piece of propaganda Mr Smith? Or Libva supporters of terrorists, or is this a distortion and is Colonel Gadaffi really totally peace-loving? How about Argentina - or do you claim that the Falklands were never

invaded? I don't think you can honestly claim we are manipulated into believing that certain other nations are threatening, unless you create a conspiracy so large that it folds under its own weight. The idea of ordinary decent citizens committing acts that would normally disgust them paints a wonderful, rosy picture of a tranquil society, but it takes a bit of a battering when you look at

the crime statistics. A large minority of people are prepared to attack, even, kill their fellow citizens: a far larger number are pre nated to use force to defend themselves. Witness the outcry every time the courts punish someone for injuring a mugger. rapist, or burglar.

I agree with Keith Smith on one point. The real world is not all black and white. Unfortunately, it is people like Mr Smith who like to see it that way - all people are nice and peaceful, all governments are nasty and evil. I hope one day he leaves dreamland and enters the real world

Nigel Cole Bristol

Well, that's the opposing point of view, for sure. Any more!

NEXT MONTH



Most women have been channelled into believing that computers are for men, by the same logic used in saying boys play with cars and girls play with dolls. I feel that it is important that women do not miss out on this new leisure oppor people state 'computers are for men'. I admit that it is also easy to be put off when you have to fight your way through hordes of schoolboys in the local stores that stock software or computer magazines. Once again, persevere, the end

result is worth it.

Another myth is that computers are for the young. I am approaching 42 and I own a Spectrum 128, Atari ST and an Amiga. Ladies, the ball is in your court. If you can't beat them, join them and stop meaning about being computer widows. The opportunities are there and the only person stopping your enjoyment is yourself.

Janet Low Crosshouse, Ayrshire

In answer to your first question. ves I can; it was in Ludlow in the middle of 1988. On the whole, the less said about that, the better And that probably concludes

the sexism debate. Unless anyone else has something new and dynamic to offer on the subject?

etbury: a sleepy market town in the heart of Gloucestershire where American software house Micro-Prose set up their UK branch a couple of years ago

Unlike many UK houses. Micro-Prose don't use any in-house programmers in this country. Many of their games are developed in the States, but others are contracted out to 1K development houseswhich brings us to some interestnews MicroProce have employed Third Millennium, a division of Mike Singleton's Maelstrom, to work on a couple of games for them. Details remain sketchy, but one of the games will he set in an Arctic-like landscape If Mike S's light-sourced 3D effects, which first appeared in Whirligig, are employed it seems lkely that the graphics will be something special.

Arriving before the Third Milennium offerings is a game that marks something of a new departure for MicroProse: a coin-op conversion of the Bally game Xenophobe. "A what?" you cry. Yes, the simulation kings are producing a coin-op conversion. Whether it actually appears on the Micro-Prose label or on one of their two new labels is yet to be announced. but watch this space for an update



The art department of MicroProse, hard at work on some new dazzling visuals...

ON THE ROAD



ere all the ga are tested for bugs, playability and so on.

on the situation and for the official announcement of the launch of the new labels.

Another big release on the horizon is UMS II. The Universal Military Simulator first anneared on the ST over a year ago and proved to he a major sten for.

> ward not only in wargaming but also in demonstrating the potential of the thennew 16-bit machines. Now. after some wranging. Micro-Prose are gearing up to launch the sequel in August or September. Although the system remains very much the same, this time the



The MicroProse warehouse. Just up the road from their plush offices you can find a store full of row upon row of ses, packages, labels, cuddly toys, electric toasters...

action will be on a global scale. with the player able to zoom in on specific battles anywhere in the world and so influence the global scene. More news nearer the time. Due out at around the same time is a game with the working title Rat Pack, Martin Moth, Micro-Prose's PR manager, describes this as "a cross between The Dirty Dozen and Airborne Ranger' with several men to command and an overall objective to achieve. The player will issue orders to the men and leave the computer to control them, but will be able to jump in at any time and take control of any of the men should they need a hand. Still on a military theme. Micro-

Prose are currently working on an Abrams M1 tank simulator which promises to be as detailed and visually exciting as F19 If you lean more towards the

Ultima style of game you'll be pleased to learn of the imminent release of Tangled Tales and Reunnd 2400 AD Tangled Tales is more of a traditional RPG with plenty of puzzles and fighting involved, so sharpen your short sword and prepare to introduce it to a few trolls! Beyond 2400 AD leans towards arcade action and is slightly like Gauntlet, but with a few science fiction role-playing elements thrown in for good measure.

Due to the nature of their past games. MicroProse buyers are very loval and this is one of the reasons the company are introducing their Combat Crew Club. Become a member and you'll get the chance to compete in player vs. player competitions, take advantage of special offers on games. receive newsletters and loads of other goodies. A lucky few hundred members will also have the opportunity to receive special, personalised editions of some games.

Which just leaves the question of the much rumoured MicroProse console. I don't know anything about a console' Martin assured us. And of course we believe every word he says.

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Beyond 2400 AD on the PC. Down in the tube station.



ring through Beyond 2400 AD on the PC.



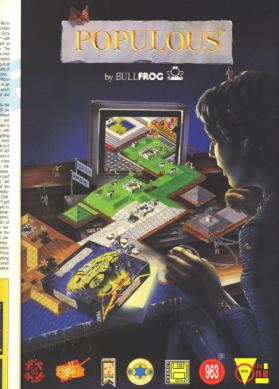






[Above Prose's first coin-or conversion, or the Amiga, and (Right) the Amstrad.







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MAY DAZE

EYE OF HORUS● Logotron

All those who thought that Denton Designs had fizzied out can rest assured that the Liverpool lads have been beavering away for the list couple of months on Eye of Horus for the ST, a two-way-scrolling arcade adventure set niside a pyramid. There's plenty of shooting, puzzling and exploring to be had, and anyone who doesn't like mapping shouldn't worry: the game does it for your.

ST - Horus enters one of the lower levels, using the rope lift on the left.





Amiga - Blood Money from Psgnosis. Decidedly more colourful than its predecessor.

BLOOD MONEY • Psygnosis

Flushed with the success of Menace on the Psyclapse label, DMA Design are currently putting the finishing touches to the followup, entitled Blood Money. Set over four large levels, the shoot-entry action of this separal features alternate horizontal and vertical-standing sections, plus simultaneous two-player combat. Amiga owners can expect a full review next issue; evenoue else aid have to wait a life while lonover.



BIO-CHALLENGE ● Palace

This is the first release from French record company Delphine, distributed in this country under the auspieses of Palace. Coded by the joint authors of Elter's Space Harrier, Bio-Challenge is a sort of strategic arcade shooten-up without the shooting. Over six multi-level regions, the player's andreid someseasts his way part a variety of strategic resulties collecting ammunition for a showdown with each end-of-level guardian. ST and Arrings owners should prepare to commence battle come time in the next few wareks.

DEMON'S WINTER

SS

PROJETS are in for a welcome addition to the genere with Demon's Witter from wargamers SSI. The quest is carried out in a similar fashion to previous offerings such as Shard of Spring, with a party of four characters being guided over a large man, Witnewer hostliss are excustered, though, the map zooms in so did to the control of the

ST - Close-up of hand-to-hand combat.



PREVIEWS



ST - Anco's new and very fast footy game. The large scanner to the left can be shrunk down if needed.

KICK OFF • Anco

continues with the imminent release of Anco's Kick Off. Taking the usual overhead view of the pitch, the game is unusual in that it features pseudo-ful-screen scrolling (some clever raster timing going on here) and an on-screen 'radar's showing the relative positions of all 22 players. It's also very fast ST owners can participate any day now, with Amiga and CS4 users next in the 'queue. IBM, 'Soettrum and Amstrad versions are also in the piceline.



ST - 'The only thing it doesn't include is C60,000 prize money for the winner.

STEVE DAVIS WORLD SNOOKER

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Fans of Steve "interesting" Davis should be well chuffed at the news of yet another smooker simulation bearing his moniker. Unfortunately, this uprated version of the earlier Steve Davis Snooker is only available on the larger machines due to memory restrictions.

SDWS includes snooker, billiards, pool and carom (no pockets), and boasts the digital talents of Steve Davis himself in solo player mode. ST and Amiga users can take on the champ when SDWS appears later this month.

MARS COPS

Arcana



WEIRD DREAMS

Rainbird



Just in case anyone was wondering what had happened to these two mega-projects, they're still in production – hence these two finished-looking screen shots. 16-bit owners should be prepared for a launch some time in the next month. Or so. Delays have been caused by re-designs and a bad case of Motormouth.

STARBLAZE

Logotron

Logotron's latest shootem-up has been designed by Mr Micro of Manchester, who designed by Mr Micro of Manchester, who wanted to employ some of their whizzo 30 16-bit Elife. Enter Starblaze, in which the player is best by hordes of sejimning, shooting objects of alien design set against five different static Backdrops. Starblase is due for initial release on the ST, with an Amiga version to follow.



ST - On the third level, with the Alien mothership looming in the distance.

RAIDER • Impressions

New label Impressions launch themselves onto the high software sea with Raider, a shootemup cast in the mould shaped by Gravitar. Thrust and Oids. Destroy all the gui emplacements on each level and collect the cognitive. Of one our cogs have been beamed abourt, the ship is transported to a powerplant where the cogs must be correctly positioned within a strict time limit. Amiga owners can expect a full interiew issue next issue.

Amiga - Commodore owners with Oids envy should welcome Impressions' first release.



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TURBO OUT RUN

Sega are still producing games based on their own monster smash driving game of a couple of years ago (Power Drift for example) so what better than an improved version of the original? Those of you who version of the original? Those of you who the couple of the original? Those of you who who should climb into the cablent proto. Every bit as good as the first, it looks set to be another hit.

DOUBLE DRAGON II Techno

Subtitled The Revenge. More of the same classic beat-em-up action for one or two players. Horizontally scroll your way throw hoards of baddles, letting loose with your vicious elbow chops!



Yet another followto a classic. It's this same one or two player beat-em-up action as you conto the two hunks of bocake out to rescue Presidential Candi-

for this one was thought up!) The graphics are good, the action's frantic and if you can't get enough

ACURA AND ACURA

This has been a big hit in Japan, where the games-playing public just can't get enough of these vertically-scrolling shoot-em-ups with all the usual features: power ups, mid-and end-of-level guardians etc, etc. The difficulty tuning's just right on this one, making it highly addictive, so he warned.

MISSING IN ACTION . Konam

This Green Beret style horizontal-scroller is another big Japanese hit that promises to repeat its success over here. Run along the platforms, stab and shoot the enemy, collect the extra weapons from the guys dressed in word and utilizatable services.

IRON MAN IVAN STEWART'S

Iron Man Ivan won a string of titles at odroad racing in cars, and so he's a fitting cha to endorse this cross between stars's super grind and codemasters. BMX Simulator. Sprind and codemasters BMX Simulator grind and string string string string string with bumps, dips and jumps), collect the with bumps, dips and jumps), collect the money-bags that appear at random on the course and together with any prize most you get for finishing the race in a favourable position you can buy goodles including better tyres for comering, better accelera-

APACHE

Take Thunderblade and put it in an Altroburner cabinet and you'll end up with a Altroburner cabinet and you'll end up with a stage of enemy territory, destroying enemy aircraft and ground installations

front-firing
gun and
missiles.
Your 'copter'
is a little
difficult to
control but
it's a fun
game, though
does lack the
variety of



ARCADE ACE

Sequels are the flavour of the month in the arcades at the moment. Andy Smith checks out *Turbo Out Run*, *Double Dragon II* and *Ikari III*, and tells us what's new – either good or bad – on the scene.



| WHIZZ Philko 30p

One or two players take to the skies in this horizontally-scrolling shootem-up. Each player commands a fighter plane, flying left to right across a continuously-scrolling terrain which changes after every two stages: first over sea, then above clouds with mountain peaks peering

(Left) Blasting through the first stage with three-way firing.

WHEELS RUNNER • International Games 20p

With today's advances in technology — 32-bit processors, 26" monitors and the like — this looks like something of a throwback, and an unoriginal one too. Just a quick look at the screenshots will bring the Afair classics Super Sprint and Championship Sprint to mind, and that's overthy much what this game is.

One or two players can compete against each other and two computer-controlled drones to be the first to complete a set number of laps around a course. It's not quite that easy though, because each course changes slightly as you drive round it. For example, on the first stage there's a first at the top of the

screen. To start with, you follow the arrows and veer left. As the game progresses, a barrier sudderly appears over the left fork and the arrow switches indicating you should go to the right. Yet later it switches back again.

At random points in the race a large plane or helicopter flies over the screen and drops bonus points and fuel which you can collect by driving over. Finish first and you progress to the next race.

The graphics are poor for an arcade machine and the gameplay is very dated nowadays. Still, it's easy to play and for only 20p a throw you get a fair few minutes' worth.





(Left) The first course that airship just disappearing to the left of the screen has dropped a load of bonus points and fuel. (Above) Course Number Four - that red barrier sometimes disappears, allowing you to take a (Right) Above the ocean, your plane comes up against the second stage endof-level quardian. Prepare for battle - this fortified helicopter is not going going to fall easy prey to your guns and missiles.

through, then over land, and so on as the game progresses. Using front-firing guns and missiles, you attempt to destroy the enemy planes, boats and airships that come from all parts of the screen. The gun has a much faster firing rate and greater range than the missiles. but you can't destroy any ground targets - like gun emplacements on ships - with it, so to progress safely you have to keep pumping both buttons.

At the end of each stage lurks an end-oflevel guardian (a giant helicopter in the first stage) which, surprisingly enough, must be destroyed to give access to the next stage. As you might imagine, the enemy gets tougher as you progress: planes start firing homing missiles at you, and missiles suddenly appear from the middle of the screen and scream towards your plane. Fortunately, as with most good shoot-em-ups, you can collect power-ups which greatly increase the fire-power available. Unfortunately, to grace your ship with this extra power, you have to collect the symbols left behind by various enemy craft. This is tougher than it sounds, because if the symbol is shot before it is collected it disappears: with so many enemy planes to confront, it can be all too easy to shoot the symbol by mistake.

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Whizz is not a had shoot-em-up. It is a touch too simple, and the graphics are not as exciting as some of the classier members of the genre, but it is moderately tough and reasonably addictive.





Stage Three and you have the benefit of three-way shots once again.



Still on Stage Three, this time with a different kind of three-way firing.



Having survived Stage Three, you confront the end-of-level guardian.

THE WORLD'S LARGEST ARCADE

There aren't many people who know more about the arcade scene than David Snook. He is, after all, Editor of the weekly paper Coin Slot International, which covers the whole industry from coin mechanisms to video machines. So there's no-one better to give us a report from the world's largest all-video arcade, Flashback in Hong Kong...

ade in Brazil, but the most famous giant cade of them all is ck. Imagine the eming millions in ing Kong, pick out

is disposal and, while may not be the argest in the world

densely-populated area on Earth and, hardly surprisingly, it's more like a disturbed anthill. Just off Nathan Road,

in the basement next to the hamburger joint lies the 11,000 square feet of Flashback, It contains 286 video games - nothing else. Pinballs, cranes and

payout machines are all illegal in the colony

all illegal in the colony.

Fat Freddie has an average attendance of 6,000 people every day with peak times just before public holidays and on Friday and Saturday nights. The all-

Chinese New Year when 18,000 people

overcrowding, sudden panics or fights. During 1988 the 10 top games were: 1. RoboCop,

ed Flag 3. Devastator, 4. P.O.W.

anyone else. As a part sells printed circuit boards - that's how

most arcade games an sold these days, using PCB's into universal cabinets - and most of the world's main buy

more important. because it's the Bondeal distributes a chart of its current top ten games, based on figures from Flash-

at some time or other

It means he also gets first pick of anything new that comes onto the market and that makes Flashback eve

business, including Coin Slot (UK), Replay (USA), Game Machine (Japan), Cash Box (Australia) and several Spanish trade maga-

If you visit Flash-back, make sure you've got plenty of time because it would take over 47 hours to spend at 30p per game, each lasting two minutes...





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C64/128







Origin, MicroProse, 2 Market Place, Tetbury, Glos, GL8 8DA. Tel: 0666 54326



You probably noticed that there was an audio cassette on the cover of this issue. Well, now would be a good time to set up your stereo and have a listen to your free tape – It was specially prepared to be used with this feature. Side B contains a full-length recording of a tune created using the Atari ST and Steinberg's Pro 24 sequencer, while Side A contains a step-by-step account of how the tune was created. Listen and learn! If you have any problems lis-

tening to your cassette – and don't try to load it into a computer, eh? – send it off to: ACE RETURNS, Spool Data Ltd,

First avenue, Deeside Industrial Park, Clwyd CH5 2NU. THE AUDIO TAPE

MUSIC

Some things in Ille have the knack of surrounding themselves with unwarranted mystique: you can only approach them, it seems, alter years of painstaking study and labour. With computers and music you have two of the biggest 'tory tower' subjects linked together. So this makes it totally inaccessable, right? Wrong, Given the right computer, the right software, and maybe even a musical instrument or two thrown in, even the most musically or technically illierate can have a stab at sounding something like proficient. Our new Music Editor, on Bates, explains how.

consistent fluxes of any artist who has just challed in his third floo fen hit success in about six months. I have on excellent authority that his leafactives move no better than it was when he was fluent that of an arthritic chimo. In fact he's look using the riffs that my make taught hair of youth clob. How come? He's got the pight soft, make and hardware. Point Three, You don't.

So how can you make music with a computer? Well, as you will discover in the following pages, there are essentially only two ways to make a computer work musically. The first, get it to control an electronic musical instrument, such as a synthesizer, and play music, through the instrument. The second; use the

Advanced Computer Entertainment 25

GET THE COMPUTER TO CONTROL AN ELECTRONIC MUSICAL INSTRUMENT, SUCH AS A SYNTHESIZER.

CONTROLLING MUSICAL INSTRUMENTS

odem electronic instruments, such as synthesizes, employ server much the same bed-indice server much the same server much the server much the same server

Fortunately, some years ago a bunch of the major synthesizer manufacturers in the world got together with a similar idea in mind. Although they had quickly discovered that the ability to connect one synthesis.

gressed to the point where all their instrument communications systems were contradict ing one another and the allimportant sales figures were descending rapidly. Thus it was that MDI - Musical instrument Digital interface – was born. MDI turned out to be a lifesaver. From about 1994, prett well any instrument worth serious consideration has MDI ports fitted on the back. So, too, does the Atari ST – and

this article on page 30. In outline, MDI allows the notes of music, the sound of those notes, and all other info mation concerning the sound of the music when played by a instrument, to be turned into a common code and transferrer in real time to another instrument. Since the a computer in the chain, tonly can the computer as a storage device, holding data in memory, but it can be used to display and the information, and so in the user the ability to linge or re-organise the

music that it represents.
As a consequence, there are two ideal uses for a computer in the MDI music chair Firstly, it can act as a sequencer: a device that stores and plays back performance data much in the manner of a tape recorder, in this role, it can be used to after the

oe used to acter the structure of the music, changing individual notes, changing when the notes are played, and replacing or repeating whole sequences of notes. Secondly, it can control the sounds that the notes represent: when a key is pressed on a synth, it can make almost any sound you want, and these sounds are

trol the sounds that the note represent: when a key is pressed on a synth, it can make aimost any sound you want, and these sounds are known as voices. The computer can create entirely new sounds to program into the synth directly, or can store sounds, thereby acting as a sound library!

SEQUENCER

THE COMPUTER AS SOUND ORGANISER

The Sequencer: a device used to store, play back, edit and re-organise music...

Without the sequencer, there would be a considerable difference to the music produced and written now. There are dedicated stand-alone music sequencer devices but for our purposes we are talking about the software that turns the computer into one.

The basic function of a typical sequence is to act very much in the manner of a cassette recorder; you can record, say, the choods to your pices by presenge a "record" croot, then play it back. Better still, it can act like a must have been considered to the control of the co

set to receive on the appropriate channel.

If we were using a multi-track tape recorder instead of our sequencer any mistakes would have to be corrected.

takes would have to be corrected by going

Sequencer
encounters of the hardware kind: the
Roland MC-500 mk 2 Micro Composer.

beginning of the track and starting the bungled track all over again. Even one note out of place could ruis the track. OK — maybe you should practise a bit more, so you don't play burn notes. But if you are using a sequencer, and the faults are not too severe, then even the most basic software will let you doe into the data and correct the offending notes. How the program does this depends on its degree of much you have a service of the program does this degree of much you have coughed us for the acksee.

There are many ways to display this information. Often a form of moving bar graph is used, usually aligned with a displayed data stream as well. At the top end of the market is a display option that shows your piece in traditional music notation; but for that you have

to start talking serious money.

The basic display, though, is usually a string of numbers that relate to the notes.

played set against the bar and beat number. Suppose you found out that your blunder was in Bar 7. Flip through the string of notes until you get to Bar 7 and look through the data. It might look like this:

Bar	Beat	Note On	Velocity	Duration
7	1.00	C3	64	96
7	1.00	E3	64	81
7	1.00	F#3	64	11
7	1.12	G3	64	75

Each line of the display represents an individual note. Since a chord is a group of notes played at the same time, all these notes have been played on the same beat, numbered 1.00. A mick look at this tells me that I have clocked an incorrect F# and tried to slide to G so that you wouldn't notice. Wrong. It sounds lousy But how do I know this? Well, with the benefit of musical training. I know that the chord I want is a C chord and that F# is unwanted here. If I wasn't too sure I can scroll through the notes individually and, since we are in edit mode, it should sound them out on the synth - then it would become obvious, even without a knowledge of chords. Also, look at the length (duration) of the notes. That F# is suspiciously short. Coupled with the fact that the correct and editing music using music using Steinberg Pro 24 sequencer software on the Atari ST. Note the icons for record, play cue and review, exactly the same as an ordinary tape recorder.

note, G, occurs later at 1.12 I think I have located the problem. By the way, the beats are usually subdivided for pinpoint accuracy: in this case each beat is subdivided into 96 pieces.

case exm odel is subdivided into 96 pieces. Depending on the facilities made available to me by the software, I can either simply knock out the offending note and the following notes will shaffle up to close up the gap, or I have to adjust the time and note value individually. One more thing. You will notice that the Velocity readings are all the same at 64. This would indicate that I have been using 3 in controluch-sessible synthesizer – they always controluch-sessible synthesizer – they always. output at a level of 64. If I had been using a touch-sensitive keyboard (one where the volume of the note is controlled by how hard you hit the key) all these values would have been different from one another.

In even the most basic of sequencers there is one other facility. Quantize. Suppose my playing had been a bit suspect. The notes were correct but not at the right time – say the chord was played at about 1.30 instead of 1.00. No problem. Look for the quantize button and set it to round up all notes to the nearest whole beat. This will shuffle the chord back to

MIDI (Musical Instrument Digital Interface)

The international communication linguage of digital motical internation, it was considered international and a 1960 as the such overfrom analogue synths to diglar synthes was under way. Manufactures had rised to make their own individual interface systems in the "Tolmarket their own individual interface systems in the "Tolmarket problem." The sales of international disposal sizes of international control of the international control of the sales of systems and the sales of systems and selection of systems and selection of systems. In salicial you were buying affect you were buying the need for the Alucial

Instrument Digital Interface.
The international agreement meant that although there was complete communication on common ground such as notes, pitch-bend, timing putse and other things that synthe and drum machines have, there was communication systematic communication systematic communications systematic and the pitch of the pi

enables voices to be pro-

MIDI sequencing system using the synth as master inputting keyboard and the computer as sequencer/controller of synth, drum machine and tone module. Notice the 'daisy chain' effect using the 'thru' MIDI ports.

MDI is a very well estabished communication language with several levels of sophistication. It means too that instead of throwing away your old get you just add to it. It transmits information on up to silven sepmetation or the silven sepmetation in the service of the transmit self-you can comlough to silvente instruments or devices independently. Each channel is derettled by a channel flag, and each receiving instruments is set to pick up information with the convert otherwise flag as to convert otherwise flag as to to contain the service of the service or channel one, chords or channel one, chords gram on channel three and melody on channel four – the four receiving synths will play their independent parts and the result should be the complete track.

The tachion nowadays is heading lowards common fis compatibility. In other words if you record a sequence on one piece of software it can be stored in a MIDI file format that can be loaded into another sequence directly. Other compatibility goals are ones that enable any sample to be stored in MIDI sample dump format and thus reloaded onto a different sampler to hopefully recreated to the sample format can be stored in MIDI sample.

ating the same sound.

There are also programs that will transfer fles from one format to another – e.g. DX7 sounds to a sampler, MIDI sample fles to Amina IEE former and use.

pile. MIDI sample files to Amiga IFF format and vice versa. There are plans afoot to create a video synchroniz ing MIDI code that will work in software only and thus do away with the expensive hardware now needed.

As well as the instrument and computer being fully conversant, MIDI is finding its way onto other pieces of equipment, such as sound processors – those devices that after the sound to add reverb, echo, and many other 'whizz bang' effects (known in the trade simply as 'FX'). Thus FX can be switched on and off from a sequencer just as quickly as sounds can be changed on a synthesizer. Usarlu, especially if you have a multiple FX unit which can only do one effect at a time,

which is common at present. You can expect to see MIDI on more and more mixing decision in the future—at the moment it is an expensive business – and this will mean mixing sounds will be seen automated process both live and in the home suchoi. Gireat IV us can return atter a period of time to the mix of your track without having to reset every button. MIDI will transmit the seetings to the desk and after herm as the track is playing.

In the article on the Article on the Article on the Article of the Bropper-as features in the March edition of ACE, it was interesting to notice that MIDI was used to shift vast quantities of data at high speed from one computer to another. Speed freaks will know that MIDI data travels at 31.5k bits per second.

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OK. So we know how to knock out the duff notes using the sequencer's editing canabilities. The remaining genius of the sequencer lies in building up a piece of music by looping and repeating selected sections of your dabblings and then organising them into some sort. of shape. The cassette mounted on this month's front cover goes through the basics of building up a piece in this fashion. The idea of being able to pick parts out and repeat them is responsible for a large amount of the chart material heard today, and also a certain Monsieur JM Jarres' wealth...



VOICING:

THE COMPUTER AS SOUND

A Voice: any sound that the synthesizer can produce when the keyboard is played...

So, having dealt with the use of the computer as a music organiser, we can take a look at its use in voicing. Today's instruments are a wonderful technological achievement. Each month brings a new batch of products onto the market, often heralding new ways of creating and re-creating sound. Sadly they all have one factor in common. Unless you al can read very small things, b) have a phenomenal memory for figures, and c) are turned on by migraines. you will have great difficulty in getting the best out of them in terms of creating new sounds. Even the most expensive instruments have only a two-line 24-character LCD in which you can try and flip from one part of the sound to



voice, displayed as a bar graph.

SYNTHS, SAMPLERS, INSTRUMENTS whereby sounds were creat-

The idea of sounds created by means other than across tic was first mooted in the was built in 1905. Since it weighed about two hundred tons it was not exactly for humping from gig to gig. As the technology increased in so the instruments kept pace: first with the transistor The first commercially available synths were marketed in the mid-1960s thanks to one Robert Moog. The with the arrival of drum

the disk, is an absolute steal.

However, these were they all used electricity directly to create and manipulate sound. The development and cheanness of the digital processor lead to a radical rethink and revolution was born at the turn of this decade. It comes as no sur prise to find that there are

There is no single sounds digitally. If you like, each manufacturer has if's sis. Frequency Modulation (FM) is the province of Yamaha whose DX7 synth has outsold every other synth, Phase Distortion

was Casio's gambit although they are now marketing a type called Vector Synthe sis. Until recently. Roland used a hybrid method

ed by analogue means but controlled and stored digitally. They hit back at Arithmetic synthesis. In tiny parts of real sounds digitally encoded and combined This principle is also used by

proposition especially when it comes to stacking all the sounds up with varying volumes and sensitivity. Tone Modules are a space-saving up and often a successful such a module.

setting these a much easier

Music X program from Activiindustry standard. Although there is sampling available for the ST

and other computers, for the sound creating you will need cated sampling unit. Prepare your credit card for some

■ The Roland D-110 sound module: one possible way to expand the sound capabilities of a computer music set-up, and a useful space-saver.

tation inducing stuff. As indicated elsewhere though. with the right software it all becomes very simple: simply

Kawai but called 'Cross

sounds brainstorming, paloi-

synth equipped with keyboard et Tone Module, This as a Multi-Timbral device - capable of producing sevsame time, with assigned to a separate MIDI chan

nel. Here the addi-

program makes

on screen until

The major cookie in the Sampler: the ubiquitous what a video digitizer does to an image. Having sliced the sound up at a rate of up to 40,000 times a second, the sampler will let you edit any loop and generally stand it

their hearts' content, safe in the knowledge that the Amiga can not only play back and manipulate samsoftware. Multi-tasking programs that are capable of having a few sneak previews. There will more in depth facts on these in

future issues. Suffice to say

that for the Amiga the

serious damage as even the most humble sampler will set you back about £750 and the range will come in at about £1750 plus. If you want even more power you will have to figure for PPG Wayeterms

and E-Max samplers Without delving too much into the technical side the things to look for are a fast sampling rate of up to about 40K, at least 12-bit data handling and some smart editing facilities. It goes without saving that additional friendly software is a welcome bonus when it comes to forming the sounds that wouldn't handle MIDI sample dump format.

However, a humbler computer could set you back



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another. As there can be up to a hundred variable factors which go to make up a sound, this is putting the east into a pint pot with sevenence. Couple this with a few wild cards like, for instance, stacking eight separate sounds together to make a particular hatch for a tone module and you will sweer bind that water forture is a pleasurable alternative. But by using the appropriate voicing soft-ware for the instrument you can graphically

when

maler

back



Atari ST - Editing a sound by using voicing software. This time the information is in numerical form.

With any half-decent software you can redraw the shape and tone of the sound. You can hear your results instantly, usually without having to replay the instrument, and can compare them with the original version which is stored in a temporary buffer.

The vocining programs also have another move, and blacov-anning facility. You can save all the sounds you create into libraries not turke a data base. To do this on the synth may well mean shelling out on RAM cards and cartridges which if certainly out of least the same as a decent vocining program—bout 435 wowshift. The programs are available for most synths and tone modules and sampless, although if you have something obscure you might encounter some difficulty in eighting lold of studies software.

PDS

Softville have some synth programming software for the DX 100 and CZ101 which works reasonable well and will generate ad hoc voices for you to finish off. All three ST PD libraries have internal voice programing software. I would tend to avoid the 10 versions of professional packages store anything you create and, although fascinating to use are, in the final analysis about as much use as a chocolate fire engine. The Amiga is also well catered for Softville and the Amiga User group have a lar pattern of software to the ST but of rse the sounds from the Amiga will be superior. The PC market, although prolific, has far less music software available ther than internal chip programmers.

THE SECOND OPTION; USE THE INTERNAL CHIP TO PRODUCE ITS OWN SOLINDS



USING THE INTERNAL SOUND CHIP

t first, the tunes and effects that computers generated were amin to say the least. Lifet life end of the specialist music programmer. Armed with his careyounger and usually selferitin player program; the mans smusic programmer has een able to turn the internal mans smusic programmer has een able to turn the internal hip on this head. However, the orgarans are not commercially, in ever be. They are usually in review to the commercial younger and would end a good deal of simplificaons to that the waverare bod on so that the severare bod

For us mere mortisal with no inowledge of machine code or the internal workings of sound chooses to the internal chip is via a simple and straightforward equivalent of the professional's player program. The quality of the program and the facilities available through it very much depend on the type of chip the machine uses.

at many internal music pips around. The most pupiar is a direct scendant from the first internation of arcade music pips and a second relael made by Texas struments. This chip, inch I personally loathe, is seen the insides of any a computer. To whit, the BBC, Amstrad CPC, M PC, Atani ST, Specm 128, MSX, Dragon, le tot good no. There containing this chip for the musically moronic Spectrum 48 with its woeld. Deep' command. However for each of the aforementioned machines there are programs about that allow you, the user, to play around with its capabilities: three channels of sound, any of which could be chosen to generate noise.

More adequate was the Commoder 64 which had a specially designed 500 cho. The Commoder 64 which had a specially designed 500 cho. The commoder 64 which had a specially designed 500 cho. The commoder 64 which had been considered to the considered sould be about 10 with the CoS came with the moderate for which the considered for came the threat depth of the commoder 64 which will be subsidiaries to the everage owner and the came to the time of the commoder 64 which will be subsidiaries to the everage owner and the commoder 64 which will be subsidiaries to the everage owner came in the time of other read-

PDS

The most amusing are the sample players, locally fet the ST or Amiga, there play book sampled bares. I am not user that I would readly want my ST to blust out Boo Jovi, but if this is apperment on your list of things to achieve, then don't let me stop you. More than comes with the ST Trels program available from Goodman PDL, who are ST specialists. I quite enjoyed the various quotes from the series, including the opening Saxes, the final transfer. All abserts locked on server! etc.

and of mind space is a result of the space o

nother Arniga program.
The specs for the
rchimedes are even better,
in eight-channel internal chip,
similar ability to play back
ampled sounds with good fidelin, but with the added advantage
I being able to handle more

As yet, though, there are few programs on the ground for the Archie.

cap, accough ras is imtations, also provides a good lead into the world of music and the micro. It is certainly the cheapest start, since many music programs are available in the form of Public Domain Software. And it is also the most paniless, requiring no investment in extra hardware, interfacés or instruments.

Advenced Computer Entertainment 9

A BRIFF ROUND-UP OF WHAT YOU NEED TO GET STARTED, AND WHAT'S AVAILABLE FOR YOUR MACHINE

STARTING OUT AT HO

SETTING UP AT HOME:

Oddly enough, not a lot of space. It's amazing what you can cram into 6' by 8' with a little thought. The most important items you will need are a decent set of speakers. You can improve even the most moderate (as in rubbish) sound system by shopping for a large and decent set of speakers. There are many names to conjure with but look out for: Kef. Celestion, Wharfdale, Tannov to name but a few. If you have to work late at night then the same would apply to a decent set of headphones.

For amplification, a decent domestic hi-fi amp will do provided that it can take an 'aux' input. This would be much better than a stage amplifier, which is quite paisy when you get up close. Next item on the shopping list is a mixer. Don't go too low-hudget here, as the cheaner ones tend to add lots of noise. Finally, something to preserve your efforts on. You could go for a decent cassette recorder, and if distributing copies of your efforts is one of your goals then a twin cassette deck is preferable. However you can combine the mixer and recorder if you wish by purchasing one of the many multi-track cassette recorders. Although Amstrad do have a unit on the market that professes to do all that I have mentioned above, it is inherently noisy and has no way of getting rid of it - in other words it has no Dolby or DBX noise reduction systems, which are essential in any home recording system. Finally, you will need a computer, maybe an MIDI interface, and an instrument or two.

COMPARISON OF COMPUTERS: THEY SHAPE UP MUSICALLY

SPECTRUM

Internally not too well, although the 128K version has the three-channel chip and rather redundant MIDI out via

As far as MIDI goes, there are a fair amount of interfaces floating about although no-one actually makes them any more. Look out for the Ram/Flare Music Machine, the XRI interface and the Cheetah interface. The software is not compatible from interface to interface and probably the best bet is the Music Machine. However you are usually restricted to 48K and cassette loading and, although there is smart software about it does require nationce But as a low-cost entry into the MIDI market the Spectrum is probably without parallel. Interested parties could contact the newly formed Spectrum Music Group on 05242 62258

Similar story to the Spectrum, Internal three-channel chip with not much in the way of useful playing programs about nowadays. MIDI catered for even less. Perhaps the only company still selling MIDI soft- and hardware for it are EMR who can be contacted on 0702 335747. Only 32K to go at in memory terms but it could have the advantage of a disk drive. One anomaly in this is the UMI2B, a ROM based program that was quite a successful MDI sequencing package. Look out also for the bolton Acom 500 and 5000 music packages from Hybrid Technology. They are quite innovative but lacking in MIDI and should come in at a price well under

COMMODORE 64

Improved internal sound chip with one or two non-MDI music programs still lurking on market stalls. Nobody making any MIDI soft- or hardware seriously nowadays However hargain hurket goodies can be had if you look out for Steinberg Pro 16, Island Music System Joreth Music software Sonus C64 sequencer. There are only a few interfaces available. There was an attempt to make an industry standard interface by adopting the SIEL interface. Sadly this Italian-based company went to the wall some years ago and that your efforts are to be directed The C64 is guite adept at handing samples and one or two programs existed that used this facility - the Microvox being one of them.

Good if you get the Yamaha CX5 which boasts a multi-timbral FM internal chip. plus MIDI ports and some very good cartridge-based software for it No. longer made but a very good and comprehensive entry into music if you don't want to seriously use it for

anything else. Problem is that the disk drive was very expensive so a lot of them are cassette storage only. However it is an excellent addition to an existing system, costing under F200 secondhand

Needs MDI interface for communication with the outside world. No comnatibility problems and costs £45 is about as good as any. Excellent internal chip and data handing specifications. Watch out for superior software in the very near

future. I suspect that it could well rival the ST on the home front, not only for sampling canabilities and sonic supp. riority. Even now, most software dealers carry a variety of sequencing packages for it.

No software noblems thanks to the on-board MDI ports. It is well established, especially in the professional user end. Software starts at about £35 and stops at about £500. Possibly the most versatile MIDI computer about, but not so hot on the sampling. You can't sequence and sample at the same time, however.

Problems with interfaces. The industry standard interface, the Roland MPIIAN1 mets about £250 so it is hardly bargain of the century. Cheaper interfaces will not run software other than that written for it. Although a worthy computer in its own right, it is not really a good starting point for budding musicians. The internal chiothis is what you have inherited then lot of software of all types that will

ARCHIMEDES Software still in development stage.

most of it from FMR However, the internal sound chip is excellent and the oretically it should be able to outstrip the Amiga. Acorn sell a MIDI interface for it and as this is the only one about there are no compatibility problems. If

PUBLIC DOMAIN SOFTWARE

Possibly the cheapest and easiest entry into the world of music via your comput er. For a paltry fee, which is usuall ound £3 per disk, you can get soft ware of several varieties

Contact

Floppyshop ST	0224 691824
JK Amiga Users	0533 550993
Softville	0705 266509
Goodman PDL	0782 335650

the product as a whole takes off, the music facilities will be a force to be reckoned with. Watch with interest at the moment though.

This one is so new I haven't even seen it. The rumours are that it can cope with all the Spectrum software and if it can also deal with the hardware holtons then MDI wise this could also be an outside contender with some very cheap software already available. The internal chin specs look good with six-channel stereo on offer and there is a 16-track MIDI sequencer already on the planning bench from MGT. CPC

Limited MIDI software and our horri-

his friend, the three-channel AV 9010 sound chip on board. EMR still have some MIDI software available. Not really a serious machine for the avid muso, but still capable if this is your machine .



This has been an overview of the musical possibilities of your computer. Let's hope it has given you some insigh into what you can do with your machine for quite a modest outlay. Next month will see some in-depth reviews of ing and voicing software, plus a good look at some of the synths and tone modules that represent a good n to any home system. As the new boy here behind the ACE music desk I would welcome any letters, probns etc. you may have. I'll do my level best to sort them out and get your name in print.

ure issues I will be reviewing all aspects of computer music making and recording. After all it IS very ADVANCED COMPUTER ENTERTAINMENT.

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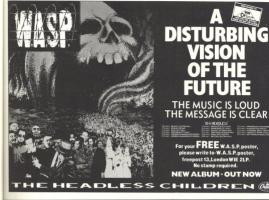
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Last month we told you how Mirrosoft and Clinemaware worked together to produce a new version of Defender of the Crown — a version that runs on a CD ROM drive. A specially produced stereo soundtrack enhances the experience of waging territorial war in Saxon England, and an arrarder explains what is saking place. The CD ROM Defender selfs for 550, but then you'd need an EGA PC to run it, as well as a none-eneration CD.

output to your stereo.

Not many people own that sort of computer hardware. The total bill for such a set-up would be at least £1,500, but soon you could be the proud owner of the ultimate computer system, courtesy of ACE and two forward-looking companies who are already producing the hardware and software of the

ROM drive that can provide audio

future: Commodore and Mirrorsoft. Everyone knows that Commodore produce the C64 and Amiga, but did you realise that they also manufacture a range of IBM PC compatible machines?

Cinemaware are about to release their next interactive movie entertainment – Lords of the Rising Sun – which is the follow-up to Defender of the Crown in terms of gameplay.

Lords features a much-improved game design that sets the player the task of taking control of the islands that make up Japan in the days when it was ruled by warfords. Strategy is combined with arcade sequences in the quest to become the leader of the most powerful force in the land—and of course the usual glossy Climenaware graphics

complete the package.
Cinemaware are currently putting
the final touches to this, their
latest interactive movie, and
twenty copies are on offer to the
runners-up in this prize-laden
extravaganza.



Mirrorsoft, Commodore and Cinemaware join forces to offer the ultimate prize - the first CD ROM game 707 THE PCL AND the hardware to play it on!

Jata' J



The Hitachi CDR 19035 - some CT90 worth of advanced technology. The drive can be linked to a PC and used to load data from CD ROM, but it also doubles as an audio CD Player. Plug the drive into your HiFI as well as your PC and you can play Defender of the Crown with an orchestral soundtrack in full stereo - or switch the PC off and 'relax' to the latest Bon Jovi CD, if that is your musical taste...











hat udent lity PC

THE £1,750 SYSTEM OF THE FUTURE

ENTRYFORM

1) Name four computers produced by Commodore.

2) Name four Cinemaware games

3) What does CD ROM stand for, in full?

Finally, complete our tiebreaker. It's time to do a bit of creative writing and tell a story in no more than 150 words. With entries stand a better chance of impressing our judges,

must begin with the words "I couldn't wait to get home and load my latest Cinemaware CD ROM garne" and it must end with "It was almost like a dream". The opening and closing words don't count as part of your

Type or write your entry neatly on a separate piece of paper and send it to us printed to the completed entry form. The address is: CD ROM COMPETITION, ACE, 4 Queen Street, Bath, Avon, BAI 1 EJ and entries must arrive by 5th May 1989. Normal ACE competition rules apply.

ADDRESS

AGE

COMPUTER OWNER







microdeal



SCREEN SHOT FROM ARCADE GAME

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THE ACE REVIEWING SYSTEM

THE PREDICTED INTEREST CURVES



ACE RATING

a year's time. Just because a game does



900+

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A superb game, but perhaps lacking the

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600-699

good if you like that sort of thing.

500-599

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300-399

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taking bugs and really dire gameplay.

100,199

ZX81 games running on an Amiga. Under 100 Nothing has ever achieved this according

A classic game, r

VERSION BOXES

IQ FACTOR

Just how much thought is required to get

games like Xor and Boulderdash will also

Arkanoid and Fluing Shark require virtually addictive. Most coincos score well here

istaction. Games don't have to be either fun or intelligent - they can be both.

FUN FACTOR

This covers version-specific information on graphics, audio, loading problems etc. It

GRAPHICS

game's graphics, such as scrolling, ani-

ST VERSION Whe screen are beauthful drawn, with moods sighting and great detail. Sound effects too are described in the second services of the second services.

AUDIO

ated here. Once again it is version-spe-

ARCADE ACCURACY



RELEASE BOX

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dates for all the major computers we

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THE TEAM ● Each game is played by as many people as possible - not just the ACE team. All opinions are taken into account in the review and the ratings. The ACE team itself lays claim to one of the most impressive track records in games reviewing and can confidently tackle any type of game. We don't review anything until we are 100% certain that we've got it right. We've checked them out thoroughly - now you can too.

ACE RATED

ARCHIPELAGOS Logotron..... BATTLES OF NAPOLEON SSI..... DECISIVE BATTLES OF THE AMERICAN CIVIL WAR VOL. III SSG 92 F16 COMBAT PILOT Digital Integration ..

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SCREENTEST SUPPLEMENT

THUNDERWING Cascade ..

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TRICKS'N'TACTICS......69 All the best tips to beat all the best games.

SCREENTEST

MILLENNIUM 2.2

ELECTRIC DREAMS colonise the cosmos



MOON BASE - THE CENTRE OF OPERATIONS FROM WHICH YOU CCC

The Base screen can always be returned to by hitting the right mouse button. It's handy for easy, fast access – particularly when you are under attack and have to get to the defence



LIFE SUPPORT – the capacity of base is displayed and can be enlar by adding extra nodules like the already tacked on. The moon base init itants are human but when encounter other atmospheres the colonists have be mutated into either strange forms.



PRODUCTION — this is where all the equipment is manufactured. Not only as a raw materials needed, but enough power from the generator as well. Here is hand at work making a Grazer to collect



EFENCE – fighters are launched from ere and orbital lasers set in action. The ghters are used in response to an tack and give a chance for some blast-



RESOURCES - the resources avail and already mined are shown here, not everything is mined from the mo-









U CACCESS SEVEN SECTORS OF ACTIVITY.

ENGINEE CONTRACT



SCREENTEST

WHEN worlds collide, it's bound to cause something of a hiccup in one's lifestyle. Wiping out the entire population of Earth and leaving just a colony of 100 people on the moon is quite a large hiccup, but life must go on. so the human race must find a way to re-populate the solar system and, ultimately, the Earth. Starting in such a precarious position means

there are few options early on. First priority is to get a generator into operation so that other areas of the base can start work - getting the research department into action is crucial too, to start developing projects to do with supplies energy, weapons, transport and colonisation.

Once a project is researched it can be manufactured by the production unit - if they have

	RELEASE E	BOX
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enough power and raw materials. This is where the resources section comes in Many materials can be mined on the Moon, but some elements

can't and must be obtained from another source As your power and equipment levels rise you can send out probes to investigate planets. Eventually the aim is to establish other bases that can mine materials and act as stepping stones for further conquest of the system.

Sadly, you will also find an alien presence that pops up to make life difficult. However, an intrenid snace explorer will simply reply - FOMM. There are many other surprises awaiting, most of which are unavoidable, and the test is to see if you can deal with them when they occur.

Initially it's very much an adventure, where progress depends on doing the right thing. However, it quickly opens up into a strategy game with a myriad of options as to what to do next. This combination makes for utterly rivetting gameolay which, when combined with the atmospheric graphics and surprise elements, creates a classic game. It will take weeks and months of play to complete, but you will not want to put it down for a minute. Saving the world has never been so much fun

Bob Wade

ST VERSION All the screens are beautifully drawn, with moody lighting and great detail. Sound effects too are atmospheric, changing for each scene.

IQ FACTOR 8 FUN FACTOR 8 ACE RATING 941





even dumping you into the quicksand. Blood eggs can quickly infect a whole island when they hatch, or cause it to be eaten away entirely. Lost souls spin around the landscape trying to collide and steal your soul.

All these features mean that it's much more of an arcade challenge than Sentinel, but with a lot more strategy than Virus. Frequent panicking to get to safety must be mixed with careful land-building and searching in order to

gen success, get very big and just finding the time size place on the property and the time size place on the property and the place of the property and country and the place of the place of the country and the place of the place of the the place of place of the place of place of place of place of place of place pl

Bob Wada

ARCHIPELAGOS

Marooned with LOGOTRON



a fair description of Archipelagos – two classic games, Sentinel and Virus, mixed in with a host of new ideas – but don't think this is just a ripoff because, despite some 'influence' on the ideas, it has gameplay all of its own. The aim is to remove the alien opresence

from 10,000 different archipelagos. Each archipelago is an island or series of islands on which there are a number of standing stones and a single obelisk. Destroy the stones and the obelisk, et vola – archipelago completed. You have a 3D view, from a short way

above the ground, which can be swiveled through 360 degrees to see all around. The landscape is a flat chequerboard, no hills or depressions, with a number of objects that can be found on it. Actions are performed using a cross-hair cursor to click on the object or square concerned. Stones can only be destroyed if there is a direct land connection to the obelisk. On all but the early levels, this involves building land between islands to connect them – shades of Populous. Once all the stones are destroyed a time limit starts, within which the obelisk has to be returned to and absorbed.

Creating land costs energy, which can only be gathered by absorbing the stones and spore pods. Moving around is much easier and costs no energy at all. You can move to any land square within a certain distance, even if it means point over water.

There are three sorts of area that can't be rested on — water, said and infected land. The sand, logically enough, is at the borde between land areas and the sea, infected land is caused by 'arboreal trees' translating oroughly as three like trees' which move slowly towards you, infecting the land around them as whey go. If they go lift they go lift they go lift they show they can be used to lost the same you later levels have even nasters surprises.

awaiting. Necromancers remove areas of coastline, potentially severing a land bridge or



A forest of arboreal trees closing in. The moon in the sky is always to the north.

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ST VEDSION

The chequerboard graphics and features are reminiscent of Sestited and Virus and have the same colourful and abstract qualifies. The action is fast when moving around the islands – certainly no hanging around waiting for things to happen—and is complemented by an atmospheric soundtrack written to Dusaw Whitslave.

GRAPHICS 8 10 FACTOR 6 AUDIO 7 FUN FACTOR 8 ACE RATING 910







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IBM PC	No version planned					
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BACKED by the talents of 'Maltese' Joe Barbara, Firebird's innovative pool game gives the bloodline of green baize simulators a welcome shot of adrenalin. Instead of the tried and tested overhead view. the designer has opted for a 3D display, where the game is visualised from a first-person per-

C64 VERSION

IQ FACTOR 4 FUN FACTOR 8 ACE RATING 839 PREDICTED INTEREST CURVE



3D POOL

FIREBIRD on stripes

spective and viewed in more or less the same

way as a real pool table

Shots are lined up by sighting the white hall along an imaginary line directly away from the screen, just as if looking along a cue, so the shot is played directly forwards 'into' the screen. To make this possible, the table can be rotated around the white ball, and the scene can be zoomed in and out for clarity.

Shot strength is adjusted by setting a sliding meter, and a crosshair cursor shows the



point of contact between cue tip and white: side is effected by moving the cursor to either side of the white. Top and stun depend on the angle of attack of the cue which following the looking down the cue' approach, is altered by viewing the table from higher up or lower down Matches can be played in direct competi-

tion against another human, or solo versus seven digital pool sharks in a tournament, the winner of which then faces 'Maltese' Joe. The opposition vary in proficiency, and play in a very human fashion; for once, the solo player gets a nicely balanced game. More flamboyant players are also catered for with a trick shots section, including 'problems' to solve, and an edit screen for customised set-ups

Ball movement in general is pretty realistic, and shots are made with little hassle, although the maximum shot strength is a bit on the weak side. Nonetheless, 3D Pool is a great simulation, and deserves attention from more than just the 'Cool Hand' fraternity.

Steve Jarratt.

(Above) A low ngle view of the table, half-way through a game. Red is winning

but looks to be stuck for a clear shot next go. Right) The aim of this shot set-up is to knock the red into the centre hag, with deep screw bringing the white back

down the table. This should leave the red into the ton right or one of bottom right bag.



I LUDICRUS

Actual Screenshots, ST version reviewed, £19.95dk

AS the result of a drunken boast. Ludicrus the ring with three vicious opponents separating

manoeuvres at his command, ranging from jumps and crouches to sword-thrusts and a

Each opponent must be beaten over a five bout contest, with success signaling the crus be beaten, though, he has to face a lion



Bon D'Age

which he must defeat to stay in the tournament (but which he does easily, with repeated I Ludicrus features bold cartoon characters

and some fluid animation, and the single backdrop is pleasant enough. However, the sampled effects are weak, and in truth, no amount of aesthetics can improve upon the flagging (if not

Apart from the obvious deficiencies of also made frustrating by inconsistent collision detection in the enemy's favour. And following in the trail of Barbarian, IK+ and the rest, any new beat-em-ups must be pretty amazing to

ACE RATING 415

IQ FACTOR 3 FUN FACTOR 4

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SEGA SPECIALS

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Arcade adventures are becoming more popular on the consoles, with battery back-ups now allowing games to be saved for a later date No longer is play restricted to shoot-emuns.

Your task in this example is to track down

find yourself in the local bar. Talk e men here may elicit useful inform

the six magical books of the Goddesses of Ys. These tomes will enable you to save the the town of Minea, where bumping into other characters will bring up a message window

and a piece of (generally useful) information.

In most of the buildings you can buy things, or get information, to help on the quest. One of the first tasks is to acquire a sword, armour and shield. On venturing outside the town, there are many creatures to fight - just by running into them - and there's plenty of exploring to do

There are many other areas to discover the nalace mine and thisues' hideout - and other towns. In each place there should be useful information or objects, so it's just a matter of finding them.

It's going to take quite a while to crack this one and the save game feature is essenare functional. The music changes between locations and is generally quite pleasant. Roh Warla

GRAPHICS IO FACTOR 6 FUN FACTOR ACE RATING 784

BOMBER RAID • £24 95crt

Reminiscent of games like Flying Shark and where power-ups are all-important it's a vertical-scroller composed of five levels, each with a major military target - oh all right, end-

Enemy waves are made up of the usual military hardware: planes, tanks, submarines similar to Flying Shark, but the bonuses are

Shooting certain bonus items will reveal a

the plane and the 1 produces a drone. Shooting the 1 cycles through four numbers, which which way it shoots. You're also supplied with cluster bombs which are handy for taking out large enemies or when multiple attackers are on screen.

It's not too difficult to get a fair way through the levels, and it's an enjoyable blast along the way. Nothing special about the



The plane (at base of screen) and dro

FUN FACTOR ACE RATING 672

CYBORG HUNTER • \$22 95crt



can be picked up along the way. There are also a shield and a jet engine that help to get

Hits from Cyborgs and other obstacles reduce the life meter, which can be replen-

Bob Wade GRAPHICS

IQ FACTOR 3 **FUN FACTOR 4 ACE RATING 478**



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b Wade

Wade

INKEPWAKE — Lask out for the latest computer interaction switchild on the PC Engine such as a partiable colorar LCD secons. Hiera about a LCD Name placer capable of suchestal sound tracks and true vuicesvers with provision shared of storage capabilities, longing or if a could double no a top of the range bi-H compact disk where with smoother such con-free in business with smoother such conference to be such con-



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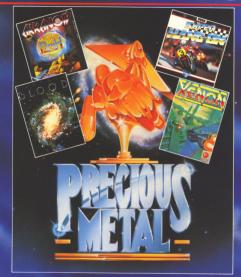
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FEDERATION OF FREE TRADERS

GREMLIN's Elitist space adventure

OVER two years in production, and the victim of lengthy delays due to recurring bugs, Gremin's premiere 16-bit release finally hits the streets. Coded by Paul Blythe, author of 3D Galax, Federation Of Free Traders deals with intergalactic space trading on a huge scale, and boasts an explorable universe containing over 8 million planets.

Starting from space station N3, in orbit around a backwater world called lles, the newly-drafted Federation member sets out on the long, dark road to fame and fortune armed only with a battered old Hartley Mk II starship.

only with a Statemed on Ambrey Mik it Statemer, Coordination of the solated members of FOFT is achieved via Galland and the solated members of FOFT is achieved via Galland in the Statemer of the Statemer o

Contact with the Federation facilitates the provision of missions for the nookie pilot to undertake. Successfully escorting a convoy between systems, destroying rogue satellites and similar missions earn the pilot credits which are vital to retuining and improving the vessel's performance.

Onbard help comes in the shape of a galactic navigation chart which displays an impressive 3D representation of the host galaxy. This can be rotated realistically in two axes, and is used to plot hyperspace jumps. Courses between planets are plotted automatically in the contract of the course of



The first Galactic Spiral in all its glory. Hyperspace jumps are plotted by simply moving the cursor to the required planet.

alternative route be needed, planets must be located by hand using only a code number for guidance. Needles and haystacks frequently spring to mind...

Whenever there's no space station in operation, the ship can be flown down to the planet's surface (which takes absolutely ages) where a beacon is then followed to the landing zone. Although a boil addition to the proceedings, this sequence is marred by limited control and an impractical targeting system.

In fact, this much-vaunted Elite-beater is liberally peppered with omissions, flaws and bugs. Compounded by a weekly inadequate manual, the game proves extremely inaccessible to the uninitiated and is frustratingly inconsistent: enemy ships move too quickly in combat; the player's ship moves too slowly during

sistent: enemy ships move too quickly in combat; the player's ship moves too slowly during interplanetary travel.

For those who are willing to stick at it, there IS plenty to see and do in FOFT; but the exampelar is seriously flawed. You have been

warned.

Steve Janat.

An exterior view



with space station and local planetary system in the back- ground. Bocking with the orbital platform is carried out automatically, to prevent rookle pilots from damaging the station. When docked, Galinet can be contacted once more, allowing the player to buy equipment, trade in a variety of and

he issued with his



Planet surfaces are displayed in 3D, complete with hills and trees. A map of the area is shown on the centre screen.

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No other versions planned						
AND THE RESIDENCE OF THE PARTY						

ST VERSION The filled 3D graphics are adequate, although

opposing ships move too quickly for any detailed viewing. Only the planet surface visuals inspire to any extent, but even these grow less impressive with subsequent visits.

that can be played at will from a second data disk. However, in-game effects are unimaginative and slence is the preferred option once the tures have been played out.

GRAPHICS 6 IQ FACTOR 5 AUDIO 4 FUN FACTOR 2 ACE RATING 507



unfriendliness. Familiarity overcomes man of the less serious hurdles, but the 'unfini ished' nature of the game kills long-tern interest.

Jag encounters Gritsch - one of the lowlife stoones who inhabit the city



At the guarded toll-bridge, an prisoner gives Jag a pain in the neck.



A section of the escape ship has been found, as shown in the bottom left panel.

RISON

CHRYSALIS breaking out

FRAMED by the authorities for a crime committed in the call of duty, undercover law enforcement officer Jag Edwards has been sentenced to life imprisonment on the makeshift penal colony, Altrax. Never one to roll over and die, Jag decides

to act upon a rumour that tells of a pleasure craft which drifted off-course and crashed. relatively intact, on Altrax, If only he can track the vessel down and find the components

needed to get the craft working again... Beginning his campaign from the beamdown point in open country. Jag is directed RELEASE BOX

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around the flick-screen landscape to left and right, into and out of the scenery. His route takes him into town and through the derelict urban wasteland, which is inhabited by gangs of alien convicts. When confronted by hostiles. Jag simply resorts to physical violence to diffuse the situation: a series of kicks and punches normally fells the opposition.

In an effort to resolve his plight, Jag is forced to collect and use specific items along the way. A search of the immediate area is initiated by accessing a menu screen; any items discovered may then be picked up and utilised by selecting the correct action from the menu, which appears automatically according to the item(s) in question. As Jag nears his goal, parts of the escape craft are also discovered and a small screen partially filled to signify their collection.

Another good product for all keen arcade adventurers, this one. The problems are reasonably logical, but do become increasingly obscure as progress is made (especially those

ST VERSION

Lovely backdrops and animated characters add a suitably sombre atmosphere, which is enhanced by the change from day to night. Sadly, there is very little sound to speak of, save for menu heens and white noise footfalls

GRAPHICS AUDIO			FACTOR FACTOR	
ACE	RAT	TING	764	

dependent upon the time of days. Mapping is easy enough and the combat, although quite limited, is comfortable and adds further interest to the proceedings. Steve Jarratt



EMMANUELLE

IMMINENT

IMMINENT

Tomahawk. ST version reviewed, £19.95dk



things and a shallow, meaningless relationship will result. The cupid is your cursor - sweet, huh?

Warning: any part of this review that might cause offence to public decency, will be preceded by a red triangle thus . When it is safe to continue reading, this sign will be displayed ▼. NB: a condom need not be worn when reading this review Emmanuelle is travelling around Brazil and

your task is to meet up with her. A get your rocks off ▼, and accompany her to Paris. In order to A satisfy such lustful desires, the 'three laws of eroticism' have to be obeyed, in an attempt to build up your 'erotic potential' sufficiently to attract Emmanuelle. ▼ This involves visits to several cities in search of three statuettes, and A 'encounters' with other women that obey the three laws V.

Each city has several locations where

there are other characters. Talking to them can reveal information about the statuettes, Emmanuelle's whereabouts and A most of the women can be sweet-talked into giving their all. ▼ However, most of this A casual bonking ▼ does not do your energy, erotic or cash levels any good. There is plenty of entertainment to occupy your time, like visiting the casino, taking helicopter trips, going to a garden party or popping down to the beach - A nearly all of them are potential scoring zones

The sex scenes are tastefully done in silhouette, although there is a fair bit of nudity throughout. ▼ The quest is enjoyable, tonguein-cheek and very attractively presented. It's not offensive but rather could be described as risqué in places. It will not take that long to solve, so it's strictly short-term entertainment

Bob Wade

IQ FACTOR 5 FUN FACTOR ACE RATING 636

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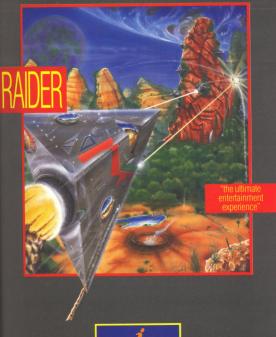
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MicroProse Soccer





players strips strength of hanana kicks and an action replay when a goal is scored are all excellent finishing touches to an already brilliant game. Overall. MicroProse Soccer has to be the definitive football simulation - be there for the kick off!

MicroProse shocked everybody when they released MicroProse Soccer for the C64. Not only had they produced a nonmilitaristic product, they had done it with such expertise that MicroProse Soccer has become an instant classic on that format. Now. MicroProse have released the sixteen-hit version, Just how do they compare with the original version? Read on . . .

The simulation provides both indoor and outdoor action with American rules six-aside and standard eleven-a-side respectively. The time for each game can be varied between 2 and 12 minutes. Players may play against each other or one play against the computer. Selection of your team in the World Cup Competition is crucial, as it is in real life - it is much easier to win if you are a historically good footballing nation. such as Brazil than if you are Oman or Algeria. Conversely, if you get too good. you could try taking on the might of West Germany with yourself playing as Poland. Other control options allow for extremely varied games, with effects, such as, rain, thunder, overhead kicks and banana shorts coming into play.

You are presented, on kick-off, with a lookdown view - not a common one, but one that works well. On the 16-bit versions, you get no-holds barred, full screen, 8-way scrolling (so smooth!). Control your player nearest the ball with your joystick, using the firebutton to kick the ball in the

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direction your player is facing. The position of the joystick when kicking the ball determines the path that the ball takes.
such as, high lobs, banana kicks and
overhead kicks. Recapture posession of
the ball with a sliding tackle (the wetter the
pitch, the longer the slide!). Should the
opposition get within range, you gain
control of your goalkeeper to prevent the
inevitable shot from reaching the back of

Throw-ins, corners and goal kicks all play their part in the game. Attention to detail is one of Microprose's hall marks and MicroProse Soccer has not been left wanting in any respect. The colour of the

C & VG Game of the Month - 95%	
'Undoubtedly the best football game ev	лe
produced – miss it at your peril!"	
C & VG	

Zzap Sizzler - 90%

'One of the best soccer sims I've ever seen. Little touches like the rain on the pitch and banana shots really make it something special."

TGM Star Player - 89%

'MicroProse Soccer is of the highest quality - its fact action makes it far more playable than other soccer games.



the net

GRAPHICS SOUND STRATEGY PLAYABILITY	8 7 9 9
OVERALL RATING	9



MICRO PROSE



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Prose otball

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ke it

more

Way back in the days of the Spectrum, flight simulators were very limited in scope. Most consisted of a take-off followed by a long and tedious flight to another air-

field where you usually crashed on landing. Nowadays, things are much different. Digital Integration are the latest software house to bring out a flight sim modelled on flavour-of-themonth aircraft, the F-16C Fighting Falcon.

There are four basic games: training (always a good place to start), a set of five missions, a campaign game and a one-on-one deglight. Before opening up a pilot's log to do the thing for real, you can practise with a few training flights. Once you're confident you can handle the plane correctly, in the five missions you familiaries ourself with the multi-role.

RELEASE BOX







Deciding on the payload. All those AMRAAMs mean someone's preparing for a docfiab!!



Running away after the dogfight: those fighters on your tail are reluctant to let you escape, though.

F-16

COMBAT PILOT

DIGITAL INTEGRATION lock on

sance, interception, and ground attack. You have to complete at least one of each mission before fighter Command will allow you to take part in a full-blown campaign, which is where things really start to get tough. An untimely death during any of the missions means starting from scratch with a new pilot, so it's worthwhile studying the manual carefully.

capabilities of the F-16, learning reconnais

while studying the manual carefully. In the campaign game you are picked as Squadron Leader and, come rain or shine, day or right, are put in the front line protecting friendly forces from enemy invasion. You'll need to be pretty sharp at strategic planning,

ST version - Boom! that's taken care of that plane. At 20,000ft you'll show up on the enemy's Early Warning radar, though, so prepare for other fighters to intercept you. Perhaps you should drop to 500ft and attempt to sneak away.

too, because you'll also be responsible for assigning other aircraft to fly missions parallel to your own, requiring effective consideration of where to hit the enemy in order to hurt him most. After successfully completing any campaign you will be offered the chance to transfer to a squadron of higher status (there are eight squadrons in total).

Enough of the solo stuff. If you feel you can handle it, why not take on a remote human player in a one-on-one doglight via a modem cable? Even this is possible in F-16. Everything has been thought of: the mix between action and realism is terriff. For instance, a sale landing requires much more than just pointing at the runney and plorking the kill down: even with some Ground Control Assistance, it's milkely just all all off without several hours with some combat flight sim, F-16 Cembat Pilor must be on the hopping.

Andy Smith









ACE SCREEN TEST SPECIAL

"An even more enjoyable game to play than *Elite* or *Zarch*." Not our opinion, but that of David Braben: and he should know, because he wrote them both. The game is called *Exile* and, in an unusual departure for ACE, Pat McDonald takes a look at the BBC version.



You will need the grenade and weapon from the abandoned spaceship Pericles.



Past the hazards of the pit, and now exploring the mysterious labyrinth.



Birds don't actually kill: but they do have a tendency to frustrate and annoy.

EXILE

EVIL genus Triax, existed to the planet Will provide the control of genetically engineering monsters from normal life forms, his created a high enderground complex filled with his creations. Many moons later, the spaceship Percites touches down on an isolated area of the planet. Its mission to explore and determine whether the planet has anything to offer is out short, but not before warning Earth of Triax's stickly dischorousable intentions to put swarms of invading monsters onto the motherplanet.

This is where you come in. En route home from a mission in which you have lost most of your equipment, you have been diverted to Phoebus to stop the Exile from carrying out his dastardly plans. Oh yes, and as you orbit the planet Triax nicks your Destinator, without which you are going nowhere).

You start the mission in your ship. The only real items you have are an environmental suit, a jetpack and a teleporter. The latter is a very handy device, as it can remember up to five locations, and teleport you back to any of them if fulned you run into trouble. The environmental suit is an excellent piece of kit. The backoack can store large amounts of energy you start with 5 mega joules that's five million joules, or roughly three car batteries' worth. This energy can be transferred to weapons such as the blaster and plasma gan, which use it up when dealing with mastless. Energy can be regarded by using special energy pods which are scattered around the labyrish.

The suit has a builtin doctor which tends wounds, but unfortunately when being blasted at by a turnet mounted laser cannon or similar device, you take so much damage that this device can't cope. So you are automatically teleported back to the last remembered location. Neals

So, off you zoom to the planet's surface, conditions that you can deal with any threat (sounds a bit like the Marrine Corps). The trouble is that, although you can approach the abandoned Perricles and even go underneath it, the door's locked! Then you notice that the automatic defences have been switched or: a sinister turret is rotating under the craft, which covers a deep, dark oit.

So the game unfolds, pitting you against

real, logical problems. The laws of physics are obeyed throughout: if you shoot a boulder, it moves slightly. This effect varies with the weapon used: a pistol uses three kilojoules (3000 joules) of energy, which isn't very effective compared to the 500 kilojoule (haif a million joules) blaster.

Moving boulders and puzzle-solving isn't the whole story. A lot of skill is needed to manouever through the labyrinth, and a light touch is needed to avoid banging your head too much in the process. Also, you have to scavenge equipment (including hand grenades), so a bit of common sense on where stuff is stashed helps a great deal.

Control is excellent, and the sound exceptonally good for the machine. Beeb owners with sideways RMMs can have digitated sound samples; there's a very good scream. The movement on-screen is very fast, although a slight bluring at the edges can be off-putting at slight bluring at the edges can be off-putting at slight bluring at the edges can be off-putting at the edges of the edges of the off-putting at the edges of the edges of the edges of the edges are represented by the edges of the edges of the putting of the edges of the edges of the edges owners should soon be able to join in the fundationally version plans are a syst electry... • • CINEMAWARE Cinemaware present a special Double Bill for ST Users Starring ROCKET RANGER and KING OF CHICAGO. 1940. The Nazis are set to win the war and dominate the world for centuries to come. Only Rocket Ranger can change the course of history and save the world as we know it. Go back in time to Chicago in the '30's. Are you tough enough to survive the power struggles and rampant crime to gain control of the Windy City and become King of Chicago? BOTH OUT NOW for the Atari ST. Price £24.99 Cinemaware's Defender of the Crown and Sinbad and the Throne of the Falcon already available for the Atari ST.

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NINTENDO NEMESIS

CASTLEVANIA • £29.95crt



One of the more tricky adversaries encountered on the way to the Count's lair is the bone-throwing skeleton...

Scary monsters abound on the journey through a haunted castle in which an evil vampire Count has made his home. The hero's quest involves getting as rich as possible while making his way to the Count's lair for a final showdown.

Armed instally only with a fairly feelb wint, be here can collect hearts, potions and extra weapons on the journey to the owner's law, and can improve the lasting power of his weapon. Whipping the candidates on the walls reveal holder goodes within may be collected by walking not them. Hearts are worth gathering up as they add to your end-of-level boxus score, and are needed to actuate some of the addron weapons. We the time freeze which stops gloudies in their tracks for a white and makes lights oversible.

In true Super Mario Bros style, hidden bonuses are revealed when certain sections of the scenery are given the whip treatment. Look out for energy-giving pork chops, blocks that double the power of add-on weapons and super-valuable hoards of treasure. Special double and treble blocks increase the performance of extra weapons, and come in handy when squaring up to one of the end-of-level guardians.

A neat platform collecting game that leaps a you conning back for more. Castlewning the time touches that make a good arcade game screekly, when you de the game allows you to start again at the beginning of the current level rather than forcing you to hack at least than forcing you to hack at least through again. Plenty of puzzling routes to the current work of the plate of the plate of searn — and there's a small strategic element involved in the collection of the earts weepons; you can only a cry you, and it is important to have the appropriate add on at the right time.

GRAPHICS 7 IQ FACTOR 5 AUDIO 6 FUN FACTOR 8 ACE RATING 857

GOONIES 9522 95crt

Conflict with the Fratelli gang continues – now the bad guys have captured Annie the friendly mermaid and are holding her hostage inside their hideout. One by one, the Goonies have entered the Fratelli HQ on a rescue mission, but they have all ended up prisoners. Only Mkey is left, and he embarks on the arrade-adventure useful or rescue the risoners.

abeliare quist for rescue the prisoners. Play is divided between action separates and saferities received the separate separates. The action element out which consists of two maps made up of screens crammed with platforms and ladders. Strange creatures partor the platforms and do their best to touch Mike and rob him of energy — at the start the Peon has a 'yop' which is used to kill off the enemies, but more powerful weapons may be added to the inventory. The



Scurrying along the platforms and ladderways that make up the Fratelli HQ+

Fratellis themselves are also wandering around, and are made of much sterner stuff...

Doorways dotted around the massive number of screens that make up the play area lead

to chambers in which helpful people and useful items are often hidden. Walking through a door gives access to the adventure part of the game, where a menu system allows objects to be manipulated. Some of the rooms link the two halves of the platform map, while others are little more than walkin cuoboards.

Fans of traditional acade adventures will find plenty to keep them amused in Goonies II. It is a large and complex collect-may that will take ages to complete, even if you have access to the full solution. The action and adventure sequences are both undernanding, simplistic even, but the real challenge lies in discovering where everything is and then map.

ping a route around the game.

Gramm Kidd

GRAPHICS 4 IQ FACTOR 6

AUDIO 5 FUN FACTOR 6

ACE RATING 673

GRADIUS • £24.95crt

Great grandaddy of the horizontally-scrolling progressive shootem-ups, Gradius (or Memesis as it was known over here) has survived the conversion from arcade to console pretty much intact, and comes as a welcome — if somewhat overdue — hole-filler in the

Nittendo owner's collection.

The aim is simple progress as far as possible and stay in one pece. A helping hand in this matter comes in the shape of bolton occessors traded for the red tokens left behind upon the destruction of specific attack, waves and alen wehcles. A panel at the bottom of the screen shows which item is currently available, and a jab of the second button statts the device. In this way, additional equipments.

ANS C

ment such as lasers, drones, missiles and a nose-shield can be fitted to the player's ship. Subsequent levels feature bizarre land-scapes inhabited by hostiles, ranging from waking gun emplacements to missile-spitting. Easter Island heads. And at the end of each level, a guardiam mothership drifts on and must be vapourised before the mission is allowed to a vapourised before the mission is allowed to.

This latest Konami product is an intelligent conversion, talloring the game to suit the console's capabilities (there are only two drones available, for instance). As a result, it's colouful, smooth and pretty much flicker-free. It's also very addrished A defention enrich law.

Steve Jarratt



Even with a well equipped ship, the Easter Island level can still cause the

GRAPHICS 8 IQ FACTOR 2 AUDIO 8 FUN FACTOR 8 ACE RATING 874

BLASTEROIDS

Breaking rocks in the IMAGEWORKS

NOSTALGIC memories of things past can often be shattered by someone trying to re-release or reinterpret them. Many a record, and many a film, has been ruined this way. Is the same true of computer games? The arcade reworking of Asteroids certainly kent players happy, so will the computer versions live up to the reputation of their grandparent?

The aim is to battle through a series of sectors to a final confrontation with a Jarge alien named Mukor. The sectors are arranged in a grid of nine or sixteen squares to represent a galaxy, and each sector takes the form of a single wraparound screen. The asteroids in each sector must be destroyed before access can be gained to another one. Clear the whole grid and hattle with Mukor ensues

The craft you control can be transformed into any of three ships: Speeder, fast but vulnerable: Fighter, heaviest firepower: Warrior. heaviest armour but with slow firing and movement. Movement is achieved by spinning left or right and applying thrust. The basic weapon is a forward firing gun. The ship can be transformed at any time, and the Warrior and Speeder can be docked in two-player mode to provide a ship with greater protection and power. One player controls the movement, the

ther blasts away as the gun turret.						
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Amiga - The blue 'popcorn' asteroids get bigger every time they are shot, until such hits are made to ston them

As well as quarry-loads of rocks to blast. including red ones that release energy crystals and blue 'popcom' ones that take several hits to make them stop, there are other surprises like eggs that release leeches, seekers that home in and ships that shoot at you.

When an alien ship is destroyed it sometimes leaves a bonus capsule giving special powers; shields, double shots, stronger shots, extra fuel capacity, increased thrust, invisibility. a magnet to attract energy crystals, and a Rinstar capability that spins the ship around. lonsing off volleys of bullets in all directions.

Mukor is a big blob with tentacles, each one of which needs multiple shots to destroy it If he is destroyed another galaxy can be

ARCADE ACCURACY Only minor changes have

been made, and they are

COIN OP SCORE 8

FUN FACTOR 8 ACE RATING 746

IQ FACTOR 2 FUN FACTOR ACE BATING 693

entered. Blasteroids is a very entertaining game with lots of interesting features but in the long run the sectors and galaxies are all very similar and the gameplay becomes unexciting: even when there are two players blasting away Roh Wade



THUNDERWING

■ Cascade, ST version reviewed, £19.95dk



ACE RATING 417

Business



C Commodore computer show

Britain's brightest event for Commodore computer users is back! And there's more to see than ever before

This show has three main themes covering some of the major uses to which Commodore machines are put. There are over 70 key companies who will be exhibiting their latest products, which means that just about everything that's new in the Commodore world will be on show!

Business

but in the all very exciting:

ne away. Bob Wade

> Many companies will be demonstrating their latest software and hardware, specially designed to release the full business potential of Commodore computers. As well as products for the C64 and Amiga series,

you'll be able to try out applications for the pricebesting Commodore PC compatible micros. And you'll also be able to attend seminars covering

all aspects of using Commodore micros in your business.

The C64 and Amiga computers are the most powerful 8 and 16 bit micros for producing fast-action arcade quality games. The range of new software on show

Novotel Exhibition Complex. Hammersmith, London W6 Friday to Sunday

June 2 to 4 10am-6pm Friday & Saturday; 10am-4pm Sunday

will demonstrate how these machines' power is continually being stretched, producing faster and even more addictive games with superb graphics. If you're a keen game player, you'll find there's so

much on offer at the show you're guaranteed a real

Commodore micros are now used as educational tools all over the country. With the development of BBC Basic on the Amiga, and the advent of Desktop Video (combining TV pictures with text and graphics), the range of educational applications is

At the show you'll see how the latest software Advanced ticket order Commodore

packages are making real breakthroughs in the educational sector, and be able to try them out for

Special Events

As well as special events and presentations, you'll also be able to meet some of your favourite celebrities, and maybe get a chance to talk with them about how they use micros in their work.

So for a great day out, whether you want to see what the future holds for Commodore computers, to buy the latest software or to get advice on specific applications, the Commodore show is the place to oo. And if you send in the coupon today, we'll knock £1 off the price of each ticket!

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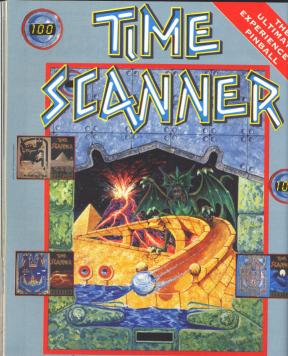
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VINDICATORS

TENGEN take to the spacelanes and tank it

EARTH is under attack from (would you credit it?) them pesky alens again (what is it about Earth that they love so much? Megadeath? Butlin's holiday camps? Who knows? Anyway, they're on their way and it's down to you to stop them slipping through the hole in the coone layer and murdening us all in our beds.

ARCADE ACCURACY

The graphics (and especially the explosions) are superb. It plays well and is as close to the original styrum could reasonably expert.

as you could reasonably expect.

COIN OP SCORE 9

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ST VERSION
Good gameplay, good graphics (sound effects aren't so hot) and a spot of thinking required (but not too much), what more do you need from a

GRAPHICS 8 IQ FACTOR 2 AUDIO 6 FUN FACTOR 8 ACE RATING 806 These aliens are travelling in 14 space stations, and the only way to stop them is to infiltrate each space station in your SR-88 Strategic Battle Tank (known as a Vindicator) and destroy the base's command centre.

Now that's a lot easier said than done, because your SR-88, powerful though it may be, is not much of a threat to all the alien defences on board each station. There are roaming alien tanks to contend with as well as gun emplacements and thying saucers, and of which pump out shield depleting shots with uncarry accuracy. To protect yourself from this

To protect yourself from this onslaught you're armed with a front-firing gun with which you can try to annihilate them

before they annihilate you. To boost your effectiveness, the alens have kindly left brows stars on each level that allow you to purchase extra benefits including extra tank speed, extra range and strength of shots, force felicits and smart borns. To collect the stars, simply brundle over them, and trade them in for the bornules at the end of each sub-level diabout three per station. To make it to the read that the stars which is not the born once collectively, there

open doors that you simply drive through.

As well as avoiding flak from the enemy installations you have to ensure your tank keeps rolling by collecting fuel drums which can also be found lying around the place. Once you reach the final level of each space station you have to locate its command centre and bomb it before driving through to the next level.

Vindicators was a great coin-op and this



Time your run through those pylons just right, or you'll receive a nasty charge through your chassis!

conversion does the game justice. The control method is not terribly easy to pick up but you'll soon get the hang of it and it won't be long before you're addicted to this out of the ordinary shoot-em-up that offers a fair of slice of lasting interest.

Andy Smith



OPERATION NEPTUNE

INFOGRAMES fathom it out

MING, the Yellow Shadow, is out for world domination again, this time via a network of undersea bases. The task of knocking this plan on the head has fallen to Rob Morane - so wetsuits on, snorkels out and let's go play with the sharks.

To destroy the network of bases on the ocean floor you must starve them of energy, either by blowing up the links between them, or by bombing the base itself enough times. In the meantime Ming will be trying to build more bases and destroy yours.

Scooting around the ocean floor in the hathyscape, you find many watery hazards awaiting. One problem is that your supplies of oxygen and energy are strictly limited, and need to be frequently replenished back at a hase The undersea life is made easier by

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IBM PC				

DETECTIVE Eliot has picked up the scent of illegal alcohol.

and the trail leads him from the port, through

hoodlums who appear from behind packing



bases. The instrument panel is accessed with the mouse pointer.

decoy drones that draw enemy patrols away and an autopilot that saves having to drive everywhere manually: but decoy drones and

he underwah				
ffects. The g	raphics and	animation	are n	not qui
s spectaculi	er as past	efforts.	but a	are st
ttractive and	effective.			

mines for blowing things up are also limited and have to be stocked up at regular intervals. There are two separate arcade action

screens - one nuts you at the controls of an undersea scnoter to hattle enemy patrols in Snace Harrier style, and in the other a frogman must accurately plant time-bombs on the enemy installations. The frogman is at risk from enemy divers with spear guns, sharks and giant souid. Although the game is nicely presented.

there isn't much variety or depth. What's there is good, but would benefit from having a touch more substance. Bob Wade



ACE RATING 696 CHICAGO 30'S

FUN FACTOR 6

the city centre to the city outskirts, and to a showdown in the gangsters' warehouse. US GOLD hite the bullet



wed as if on stage. As lives are lost,

SPECTRUM VERSION Clean, two-colour graphics with smooth parallax scrolling. However, enemy fire is frequently difficult to see against the detailed backdrops. Control of Eliot is fairly painless, and the speed of play makes the game easily accessible. Sound is kept to a minimum: simple gunshot effects only.

IQ FACTOR 2 GRAPHICS FUN FACTOR 5 ACE RATING 598

fires his Tommy gun, which he can point in five

front, behind and above. A brief respite from the assault comes at intervals when Eliot climbs into his customised Chevrolet and powers across town, safe from the hail of bullets. He can still gun down the opposition, though, by sticking his head out of

Not really a bad shoot-em-up, but Chicago 30's is simply lacking in variety. There's little



AMSTRAD 59 99cc + \$14 99dk IMMINENT C64/128

ATARI ST

SPEC 128

AMSTRAD VERSION More colourful than the Spectrum, but blocky, slow and much less entertaining. Enemy shots are even more difficult to see than on its Z80

brother, adding a good dose of frustration to the proceedings, and sound is equally poor. IQ FACTOR 2 GRAPHICS

AUDIO **FUN FACTOR 4** ACE RATING 464

60 Advanced Computer Entertainment

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Be part of the action

ATARI COMPUTER SHOW

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rks and esented, t's there a touch

Bob Wade

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mes at omised e from on the out of

ricago 's little e four esome. e Jarratt DTP

D I I

The art of combining text and pictures is big business nowadays because, with a low-cost DTP pro-

sees rowadays because, with a low-cost DTP program, you can create anything from a club awsketter to a monthly magazine or book.

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With the high speed and powerful graphics of

Atari micros it's hardly surprising that bigger and

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Business



GAMES

GAMES

Atari computers are renowned for their ability to run fast-action arcade-quality games. The range of new software on show will demon-

strate how the power of these machines is continually being stretched, producing faster and even more addictive games with superb graphics. The winning entry in the STOS Gameswriter of the Year Award will be revealed, and several new exciting STOS accessories will be shown for the

If you're a keen game player, you'll find there's so much on offer at the show – you're guaranteed a real treat!

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The thunderous world of destruction the ultimate race against death, Roadblasters delivers all the gripping action and high speed thrills of the arcade spectacular.



ATARI ST







R

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REMEMBER the game Crossfire? The one with the small plastic pistols you had to fill with ball bearings to fire at a small puck in order to get it into the opponent's goal? Well, here's a computer game based on the same idea.

The game can be played by one or two players, the idea, again, being to hit the ouck into the opponent's goal by firing halls at it. In the two player game there are 80 screens or nitches to play over with each match made up of a predetermined number of legs (between one and nine). The pitches vary for each game. with new elements introduced for many of them. For example, red arrows on some pitches push the ball in the direction of the arrow should the ball roll over it.

There are also pinball-like bumper affairs that the ball can bounce against, making it difficult to hit, especially if you not for the 'fire at sight' option. The easier 'fire from arrow' option allows you to fire at the ball from the on-

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AMIGA VERSION Crambins are great, as are the round effects, but it's not got the compulsion or gameplay to rate as anything more than reasonable, and so it's doubt-

ful you'll be playing much in a year's time IQ FACTOR 2

FUN FACTOR 8 ACE RATING 686

BALLISTIX

PSYCLAPSE's ball blaster

you move around The fire at sight option means you move a sight around the screen and the balls are fired from own goal mouth. As well as the method of firing. 200 aire options to allow you to alter the hall speed, the firing rate and the hall's life span, i.e. how long each ball remains on

corner arrow that

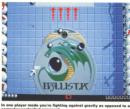
the pitch before it disappears back into either your or your opponent's reserve. In one player

mode there are

some 50 pitches, but you don't actually take on a computer opponent. Instead, you're battling against the forces of gravity on a pitch tilted towards your goalmouth. There are a number of bonuses that appear on the pitch and can be collected by firing balls over them. including a shield and a bomb that explodes into lots of balls that fly across the screen knocking your puck everywhere

Ballistix starts off well, but it lacks addirtive gameplay. The differing pitches add variety, but it's all very similar stuff that you'll evenhally get tired of

Andy Smith





ely done, but lacks the a the weapons enhance your initially-weak fire-

power and the fuel allows the craft to fly and The defence systems are everywhere and as well as patrolling particular screens, waves will fly on from powhere and shoot you up. The shield can take a lot of hits but will eventually give out. The ship moves around slowly, so teleports speed things up considerably

repairs the shield

The gameplay is simple exploration stuff: well programmed certainly, but lacking anything out of the ordinary to pep it up.

Bob Wade



JUG

MICRODEAL with an intergalactic vessel

ST VERSION IQ FACTOR 3 FUN FACTOR ACE RATING 580



JUG is so called because of the main sprite's barrel-chested appearance nothing to do with ears, hares or prison. Its task is to locate the tumour that is killing off the living core of the planet and wipe it out. Only problem is, the planet's defence systems see Jug as hostile, and attack

The playing area is a 2D maze of rooms solit up into sectors and zones. The lavout is similar to Cybernoid, as is the gameplay, but there is more of an arcade adventure element. Moving around the screens there are objects to be picked up including keys, weapons and fuel. The keys open up new sectors for exploration.

RELEASE BOX					
ATARI ST	£19.95dk	OUT NOW			
AMIGA	£19.95dk	IMMINENT			
No other versions planned					



As ever, the Supplement supplies all the added extras for the gamesplayer at no extra cost. We nose out the most exciting Budget bargain buys, Steve Jarratt offers a Sega special along with the usual top-of-therange Tricks 'N' Tactics maps, hints and tips, and the ACE Updates team checks out the latest versions...

BUDGET BARGAINS

MASTERTRONIC @ Amiga, ST: £9.95 It's been a while since the days of Sidewinder et al. but Mastertronic have decided to din their toes back in the 16-bit budget waters with the unusual shoot-em-up. Chase

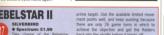
Featuring four separate sections, Chase outs the player in charge of a space fighter, battling against the Disgusmatrons. After the fourth, the sections cycle round again.



player has to chase the enemy through a meteor shower, fly through towers slalom-fashion, pass through a Master of the Lamps-style series of squares, and finally continue the chase along a vast corridor, weaving between obstacles and shooting Digusmatrons en route.

Apart from superior sound on the Amiga both versions are identical in looks and gameplay. The 3D graphics are smooth and fast and although the action is rather repetitive, Chase isn't a had return for a tenner

ACE RATING 680



Take charge of the Rebelstar Raiders once more in this sequel to the magnificent cult skirmish game

All the old faves are there, this time out to destroy an alien race on the planet Thray 6. Points are awarded for each alien killed. with extra points for the alien gueen who's the back into the shuttle before it blasts off.

Rehelstar II has everything the first game had: all the addiction, excitement and fun. If you loved the original you can't afford to miss this. And if you missed the first game, you'll find Rebelstar II so playable and enjoyable you'll be waiting on tenterhooks. like the rest of us, for Rebelstar III



INTO AFRICA

RACK-IT @ Spectrum: £2.99

Any adventurers longing for the heady days of Lords of Midnight should welcome this budget release with open arms. Into Africa is menudriven and features a landscaping technique almost identical to Mike Singleton's megagame.

Taking individual control of up to 40 characters, the player must coordinate their combined efforts in an effort to protect an area of Africa from invading rebel tribesmen. However, the tribes indigenous to the region have been divided by the loss of the Golden Mask. Only once the mask has been found will the tribes be reunited and strong enough to fend off the rebel forces. And just to make matters worse, their leader Chief Kasula is dving from a rare jungle fever. Oh, dear.

Into Africa isn't guite as easy to operate as was its inspiration, due to a tedious menu system. However, the game is pretty captivat-

ing, and at only three guid... M ACE RATING 881





TWIN TURBO V8

CODE MASTERS @ Amstrad: 62.99 The Ferrari on the pack gives away the fact that this is an Out Run clone. The inlaw sleen provides the enlightening information that it is an F40 and that there are only four in Britain. two owned by members of Pink Floyd

There are five stages to drive through but no junctions at which to choose the route. The chunky graphics are colourful and fast-moving. but the inclusion of hills means it's sometimes impossible to see where you're going.

Other cars don't move around much, but they can come in sufficient numbers to cause problems. Each stage must be completed within a time limit and there's also a limit on the number of crashes allowed. Stages don't vary much, except for one at night. You'll finish the game quickly, but enjoy it while it lasts. M ACE RATING 564

SOCCER Q

CULT @ Spec. C64. Amstrad: £2.99 Here's a new twist in soccer management games, entirely based on quiz questions with four cut-down divisions of eight teams each. and both FA and League cup competitions.

There's no messing around picking the team, but training can improve what's there to start with. The guiz questions all take the same form: a multiple-choice selection of four answers, one of which has to be nicked before a time limit runs out. In the training rounds a correct answer improves the team's rating and a wrong one reduces it.

During matches, the questions determine whether a goal is scored or not. If the opposition are attacking and you answer correctly it's a save. If your team is attacking, a correct answer will score a goal.



A base of 2,000 questions should keep the game fresh and interesting for a while, but there is little else to draw you back after they have been exhausted **E ACE RATING 593**

ON THE HORIZON

ZEPPELIN Next off the Zeppelin producfinn line are re-releases of

Full Throttle for the Spectrum and Nexor on the Spectrum and Amstrad, both at £1.99. Jacky Wilson's Darts Challenge will be appearing for the Amstrad and Atari & bit at £2.99. All these should be in the shops by now.

Zeopelin's original offerings are limited to the CSA Amstrad and Spectrum versions of Ninia Commandos another £2.99 release. Coded by Keyin Franklin and Mike Owens of Zybex and Draconus fame, this should be worth adding to adding to the shoestring software collection

BACK-IT

It's fairly quiet on the Rack-It front, with the one notable exception being a new release, called insects in Snace, from the Sensible Software hous C64 owners wanting to



partake of the latest product of Chrix's and Joos's (Cuddly and Jovial, respectively) bizarre minds should check out the local software shop sometime over the next month, clutching £2.99.

CODEMASTERS There's a quartet of new games to watch out for from the Darling camp, all at their recently-elevated price tag

Grand Prix Simulator 2 is a follow-up to... well. guess. Featuring improved graphics and control plus a three player mode, this is one for Amstrad and Spectrum owners to keep a sharp look out for.

Commodore owners feeling left out can always take solace in Rally Cross Simulator for the C64. Brain child of Gavin Raeburn, this



Grand Prix Simulator 2.

eight-way scrolling Hot Rod variant contains high-quality sprites (multi-colour with hires), intelligent opponents and progressive customisation of the player's car.

Meanwhile, the prolific Oliver Twins have Fast Food ready to serve up for Amstrad and Spectrum owners. Basically a Pac Man variant, the game looks smart and has a few nice touches



Street Gang Soccer

nonetheless Finally, football fans wishing to add just one more soccer game to their bulging collection can play Street Gang Football, where the opposing teams are two gangs of kids. The inevitable arguments and fight scenes are included in the proceedings.

ENCORE Encore give 8-bitters the chance to catch up on some earlier releases with Grand National (Spec): Batty (C64. Ams, Spec), and Durrel's Turbo Esprit (C64, Ams. Spec). All three are due for a

mid-April launch and a £1 99 price tag. Meanwhile Rombiack II (C64, Ams, Spec); Rollercoaster (Spectrum), and 1942 (C64, Spec, Ams) should all be sitting on a shelf near you now, just

waiting to be bought. PLAYERS

Interceptor's budget section is about to launch a new label, called Players Premier Dealing with totally new softseven new games to watch out for, including - deep hreath - Street Cred Football (Spec, Ams): Eagle Storm (Spec. C64): Battle Truck (Spec. C64): Vietnam Gunboat (Spec, C64); Street Cred Boxing (C64): Taskforce (Spec); and Subway Vigilante (Spec, C64).



Fast Food.

Advanced Dungeons agons

COMPUTER PRODUCT

Every visit to Hillsfar is a many possible ones mage, cleric or fighter). part of your overall quest.

HILLSFAR, a city in the magical FORGOTTEN
REALMS" game world, rich with quests and challenges.

different exhilarating experience. Explore the city, meet its colourful denizens on the streets or in pubs and discover a quest (there are

Transfer your favourite character from the POOL OF RADIANCE or CURSE OF THE AZURE BONDS AD& D® FORGOTTEN REALMS" computer role-playing games, or create one from scratch. Your quest and the options available to you in each game will change to suit your character's speciality (thief,

Your quest will keep you constantly on the move. Fight in the arena against raging minotaurs, ill-tempered orcs or other evil opponents. Enter different buildings and your maze running and lock-picking skills will be required. Archery and equestrian events may also be

FORGOTTEN REALMS ACTION ADVENTURE

The city of Phlan has been overrun by monsters - you must discover the identity of the evil force controling them and destroy them. The gameplay is exhilarating and the graphics state-of-the-art : the ultimate breakthrough in fantasy roleplaying computer games.

utility program that enables Dungeon Masters In the mystical world of Krynn eight brave to generate encounters for AD&D campaigns companions face Draconian monsters, skeletal quickly and easily - over 1000 encounters and undead, magic and the ancient dragon Khisanth in seeking the precious Disks of Mishakal. 1200 monsters and characters from AD&D Monster Manuals I & II.



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Eagle

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RAMPAGE

You and your buddy are ready for a little action tonight 'cause you just hannen to be in the mood to tear up the town. You'll de buildings, grab and chemp hemitied spectactors and other vursiny morosis, and flatten puny helicopters and other antispenis* who try to stop you!



They came from a Dimensional plane clear

across the galaxy, wreaking havoc and chaos from star system to star system. With an end that smothers all resistance with fear and terror, the horrid creatures of the Bydo Frank are now knocking on, Earth's front door, is by far the best blast available on the Seca.



CYBORG HUNTER The year, 2242 you are Paladin, the toughest bounty hunter in the galaxy. Monstrous

Cybegs are threatening to take control of the Isader, Vipron. Your mission is to pain accer to Vipron's chambers and destroy him. Sound easy enough? It isn't!



You are Argo Christian, a pwordsman washed ashore by the might and fury of a hurricane. You were found half dead by a kind and humble lisherman and he restored you to health. The fishing village sat at the edge of the great plain. Rising in the distance was a small mountain range with an ominous town at its peak. 'That is the Tower of the Doomes the fisherman told you as they made the sign of the evil eye. 'It is the place where the troubles of our land began. As you worked the lower, you knew that your destiny waited there.

The whole thing looks incredible – the bas five zeen on the Saga. Ys offers depth and

F

Unlin Invul

R-TYPE

C64 fans of the Irem arcade blaster can now do battle against the evil Bydo empire safe in the knowledge that they have infinite R.9s. Tyne in the following listing, RUN it and load in R-Type when promoted



10 FOR X=512 TO 540: READY: C=C+Y:

- POKE X.Y: NEXT 20 IF C=2782 THEN SYS512
- 30 PRINT "ERROR IN DATA" 40 DATA 169, 128, 133, 157, 32, 104, 225,
- 169, 2, 141, 111, 8, 76, 14, 8 50 DATA 72, 77, 80, 169, 173, 141, 93, 50. 141, 157, 50, 76, 18, 8
- The Master Hacker

space to be in er antanominte

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With an exil

Bydo Empire

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e edge of

And just to make things easier for the ST R-Typers, here's a cheat: when promoted to insert Disk Two, press the 'HELP' key and type ME'. Press the up arrow key and carry on loading the game as normal. During play, the function keys now have specific effects

F5 makes the R-9 invulnerable to walls, alien weapons and ships F6 makes the R-9 impervious to alien fire. F7 provides the player with unlimited credits.

F8 allows the orb to be controlled by a second player, using the mouse to move the orb, and the left button to fire.

■ Tony Hanson, Greater Manchester



DRAGON NINJA



To give the C64 Bad Dude a helping hand in his mission to rescue Ronnie, try typing out the listing below, RUNing it and loading the game

10 DATA 103, 176, 189, 133, 252, 25, 210, 31, 247, 83, 43, 120 20 DATA 52, 88, 43, 120, 52, 88, 223, 194, 254, 140 30 DATA 105, 161, 252, 169, 149, 188, 126, 172, 111, 97, 127 40 DATA 198, 52, 200, 126, 85, 75, 94, 141, 214, 56, 177, 63, 227 50 DATA 154, 100, 63, 42, 37, 47, 70, 107, 156, 216, 32, 114 60 FOR N=320 TO 378: READ A: X=X+A: POKE N.A: NEXT N

■ Idris Mohammed, Luton

FALCON

As if Uncle Tom Watson's mega-helpful hints last issue weren't enough, here's a terribly helpful cheat for the ST version: to replenish the Aim-9Ls and the cannon, simply press 'CTRL' and 'X' at the same time.

Jas King, N Ireland

10

..........

SPECTRUM

een completed the prompt Searching, teel Two comes up. Press play until it langes to 'Loading', then stop the tape of fast forward to another level. The new

PETER BEARDSLEY'S SOCCER

A handy tip for Amiga owners. Continual tapping of the fire button while in possession of the ball prevents any other players from tackling.

■ Steven Worthington, County Durham

The latest 16-bit versions of the Taito coin.on

are a mite tricky. Wouldn't life be a lot easier with a good dose of the cheats? To enable the following effects on the ST and Amiga, you first have to obtain a high score - this is fine on the Amiga, but ST owners have to work a

Once the high score table appears, use the following three-letter codes holding down '5' on the numeric keypad as the last letter is

de the sign re the Aciiiiiiiiiiii watched **Full fire power** iny waited Unlimited lives KDJ

AMIGA ST RIH JOI

J.M KD.

Invulnerability RAB HSC Try obtaining full fire power first in order to obtain a sufficiently high score to enter the

other codes. The Shark in happy mode! ■ Derek Meachin, Cheshire & The ACE team

Advanced Computer Entertainment 69

GALDREGON'S

THE LAND OF MEZRON



Lord Thrull's Tower

Ghost's Tower

Cleric's Hut
Wise man's Hut

Tower of the Demon Master has the key to the door at 1; the other Wraiths only have light scrolls.

The Castle of King Rohan



ead for the Arch-Mage's hut i get the Spell Book, go to Viking's Hut and get his swo and then go to the Wise Man's Hut and lect the Teleport Ring.

lect the Teleport Ring.
Go to the Tower of the Demon Mas
kill both the Demon and the Master bef
getting the cross and any other objects
to point 3 in Rohan's Castle, kill the cer

to point 3 in Roham's Castle, kill the centre Wraith and get the key, 60 east, open the door and kill all the characters, including the Lich. If there are too many Guards with the Lich, wait outside its chamber unit most have left. Collect Gem One, Wand, etc.

To the Temple and pick up all the objects at point 1. Slock up on weapons,

tood, potions and sorolls by killing Guar Get the dagger and key from the Priest Room Two, Use the scrolls where possit since the Priests inflict heavy damage, down into the catacombs and head point 5, killing the Snake God on the w kill the Demon and Guards. Collect G Two and any other items.

Go to the Caves of Doom, wands around killing Ogres and other creatures unti the Diamond is found. Head for point and kil the Rock Monster. Collect Gern Three.

Go to the Labyrinth, kill Minotaurs untihe Mirror and Key are found. Move to point k, kill the Medusa and collect Gem Four.

Finally, enter the Forest (15), find the Eff Lord at point *, and kill him. Get the Elven Cloak. Go to the Forest of Assassins – One (13). Go to point *, kill Assassin Chief, collect Gem Five and then return to King Rohan. Game over.

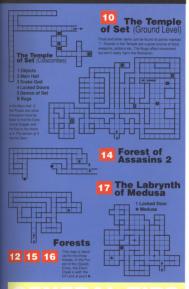
onto itself.

The Rock Monster at * has a Gem. The diamond needed to kill it is carrie-

The Caves

'DOMAIN

JOAN OF ARC



13



ST and Amiga owners should now sit quietly and read the following solution to Rainbow Arts' 16-bit strategy arcade game... At the start of the game select 'Start A

Campaign from the main menu, then select Displacement from the second menu to enable movement of the army into another province.

Moving into Orleanais sees the "Rattle in Open

Country' arcade game begin (see hints below).

On defeating the enemy, select 'Offensive' from the 'Start A Campaign' menu, and choose Orleans. The Entry Into Town' and 'Taking of the Wal' arcade sections begin (see hints below). Orleans must be taken before Joan can move to Rheims to crown the King.

After the fall of Orleans, move into the Province of Champagne. Move the army north and attack each Province in turn, taking all towns and fortresses in each before moving on. Once the northermost Province has been taken, move southwards repeating the process.

Use hostages to make money to pay the army. Select Liberation' from the 'Diplomacy' menu, deal with Henry VI exclusively, use Tremolle and Regnault of Chartres as ambassadors and use the following list as a guide to the amount of ransom to demand:

Duke of Bedford	£4,000,000
Duke of Warwick	£2,000,000
Duke of Gloucester	£2,000,000
Captain Falstaff	£1,000,000
Count of Suffolk	£1.000.000
John Talbot	£1.000.000
Cardinal of Winchester	£1,000,000

Ransom these characters only; if any other people are captured simply execute them using the 'Royal Justice' menu.

If there are no hostages in the prison when it comes to pay day for the armies, select Helping Hand' and kidnap one. Do not try for the Duke of Bedford, though, since this attempt is the one most likely to fall. Remember to pay the Helping Hand well: £20,000 should do it.

Joan does not need an immense army to succeed: 2,000 archers and 3,000 troops are enough. Mortars are also useful, but don't waste money on knights – they are expensive and aren't really needed.

Don't waste time on taxes: collect only the Tithe tax when it is due in September. The amount

Don't fight anything unless objects are needed or the The secret to solving the mission

Keep strength and stamina levels high. It is often possible to kill an enemy before it hits the Barbarian at all

Barbarian is attacked first.

- at all.

 The most effective weapons are the Halberds, Death Scrolls and Wands.
- Lord Thull and his men can be killed for extra weapons, and the same goes for the creatures in the Necromancer's Tower.

is that a specific object must be carried to kill each of the characters owning a gem, thus: Cross – Lich

Diamond – Rock Monster Elven Cloak – Assassin Chief Mirror – Medusa Ceremonial Dagger – Demon of

ecromancer's Tower.

Advanced Computer Entertainment 7.1

isn't enough to pay the armies, but at least it avoids any uprisings.

If a large army is in evidence, remember to evaporate it during any diplomatic bargaining.

or else lots of money is lost unnecessarily. THE ARCADE SECTIONS

ENTRY INTO TOWN



changes, push right to get the man off to a running start, and keep pushing right all the time. When in combat range, press the fire button and keep it pressed until the enemy is defeated, and release it. The man then runs forward again until in combat range, and so on. Repeat this process until the town is entered.

TAKING OF THE WALL

As with 'Entry Into Town', start the man off before the screen changes and push the joystick forwards. The man should be halfway up the ladder before the first stone is thrown. Keep pushing up for the whole of the game, and use the fire button to shield the soldier from cocks.



DEFENCE OF THE WALL

This is the one to master, since more enemy soldiers are destroyed this way than any other. Push the joystick forwards and press fire before the screen changes, to immediately start launching rocks. Use rocks wherever possible; otherwise use oil if time is short. Although the manual state that oil is limited, there are at least six caudiforns of oil at Joan's disposit.

■ Bill Wernham, Invernesshire & P Gregg, Surrey

WINNERS

The £150 Top prize this month goes to T Bourne of Manchester for his complete solution and maps for Galdregon's Domain.

... unner-up voucners are awardet to Andrew Harden, Essex; Andrew fartley, London; Bill Wernham, Inver esshire; Idris Mohammed, Luton and Ole Grytdal of sunny Norway. And many thanks to everyone else. DRAGON'S LAIR
THE SOLUTION

Judging by the amount of interest caused by this release, almost anyone with an Amiga and 1Meg upgrade already possesses this game. The following tips on how to defeat Singe might also come in useful if and when the ST version appears

Try to enter each command just before Dirk has executed the last. Note that many scenes are played twice, the second scene simply being the mirror image of the first.

DISK 1 The Drawbridge(s) When the tentacles approach, swing the sword. As they dodge away, bush up to climb through

away, push up to climb shrough the hole.

Room

After the 'Drink Me' sign flashes.

the door will flash. Immediately push right. DISK 2 Dirk enters either a room or a

Cave
If entering from the right, go
left, right then left as soon as
the stees flash. Go the coon

if entering from the right, go left, right then left as soon as the steps flash. Go the opposite way if entering from the left.

If the door is on the inner righthand side, as soon as the tentacide drops down, press fire then push up, right, down, left and up. If the door is on the inner left, press fire, and push up, left, down, right and up, DISK 3

The quest continues with either whirlpools and rapids, or a room with a caulding

Whirlpools and Rapids Simply move left and right away from the whirlpools. Dealing with the rapids requires more precise timing: if the first whirlpool encountered was on the left, then Dirk will emerge into the rapids on the left, and vice versa. Push left and up to get to the next screen, then press up once more (do the reverse if entering on the right). This procedure is repeated four

Cauldron Room

Watch Dirk walk over to the bottles on the table. As he picks one up, a monster appears, grabs him and the screen changes. As soon as it has changed, press fire to chop the diseases here to see

DISK 4

The Knight
If the knight is holding his

sword in his right hand, move right, left, up, left, left, left and right. Should the sword be in the knight's left hand, then move left, right, up, right, left, right and left. When a close up of the knight appears, press the fire buston. Timing is secondial on his section: attempt to enter the next command just before Dirk lands on the floor.

The Balls Relatively easy: just press

down when the small one passes Dirk. Repeat for all six balls.

DISK 5

Keep pushing up until Dirk has left the room. This scene occurs

Dragon's Lair

A pile of moving objects appear, if they are on the right, go right, then left and down. If the objects appear on the left, move left, then right and down. On the next screen, press down to catch the falling objects.
Finally, keep pressing fire when the princess says 'Use the

DISK 6 The Final Battle

magic sword."

Move down to avoid the clutches of the dragon, then move (either left or right as necessary) toward the dragon's head. When Dirk has taken the mapic sword, press down to avoid the dragon's attack. Do this three times, and as the scene changes, press the fire button to throw the sword at the dragon and skill him.

■ Ole Grytdal, Norway





R

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SEGA SPECIAL

T'N'T has had a tremendous response, over the last month or so, from Sega owners sending in hints and tips for a variety of games. And so, to do them all justice, here's a special section



At the start of the Village of Namui, there is a shop which sells the Peticopter, Mapic Capsule A and anothor life for Alex. At the end of the level, a boar runs on: punch him on the nose eight times. Saint Nurari also appears again. On reaching the end of Mount Knave, Chokkina

appears: choose Scissors. Paper. The shop sells the Motorcycle, the Cane of Flight and Magic Capsule A. In the Blakwoods, Janken comes on. Hit him eight times when his sword is pointing un.

On the Binzoo Lowlands, the shop sells the Peticopter, Magic Capsule B and the Teleport Powder At the end of the level, Parplin appears: choose Stone,

On reaching Radaction Castle, run right across and up the ladder, since a ghost immediately comes after Alex.



To get the crown,enter the room with the symbols on the floor and jump on them in the order that they are shown on the 'Stone Slab', when read as



The game may actually be completed without defeating Janken, due to a bug. Save the Levitation Staff then, when the Princess first appears, use it straight away. Fly up to the ladder in the corner and Janken cannot kill Alex.

■ Andrew Harden, Essex & Anon. Dudley

Whenever Alex is low on energy, collect an [SC] symbol, then fall off into the air. When Alex reappears, go back to the location where the ISCI was, and collect it again. Continually repeat the process until Alex's energy is back up to maximum On nearing the end of a level, edge slowly



towards the exit sign. When it is just on screen, allow Alex to die and then make a dash for the exit, without stopping or killing anything. This works on legels except the machine/robot one

■ Stefan Borson, Manchester & Andre Martley, London

4

Manticore Horseman

LOCATION OF

LAC ARMOUR

CRYSTAL

The Seer in Baya Malay TORCH

LAC AXE

MIRACLE KEY Baya Malay.

Andre Martley

ZILLION the map P POWER UP * S SCOPE CCOMPUTER Н 0 0 GUNI ELEVATOR N WALL + C P М +10 N P

ZILLION

NSEID

On Level Two, climb up the big Buddha and push up. A secret mom is then entered where evergy can be replenished. Doing the same on Level Nine transports you to the next Buddha.

Strike the Firewheel Demon anywhere. Strike the Robed Demon with the

club in the knees. This can be done by standing on the floor, so there is no need to jump. To kill the Hydra warlock, hit her in the face (arc-slashes are very effective).

Destroy the Larvae Fly Demon by first arc-slashing its abdomen, then hitting the abdomen when its back is turned.

The Skull Demon should be tackled only once a medicine cabinet has been collected: jump and slash the Demon while it is whole. Use the same tactics for the Giant

Yonesa - the Warlock in Edo - is

killed by destroying his fireballs. The slash movement is most effective here (push up and fire).

The Master Demon is the last to be defeated. Ignore the boulders. stand up close and wait for him to fire. When his arms return, quickly superjump and strike him in the face. The MD should turn blue, then eventually into a skull. He may then be critically wounded while in skull form.

■ Andre Martley, London

SHORTS

To get rid of the beliconter when driving the car, simply turn into the motorbike and back again. M Andre Martiny London

Punch the Enhithethe

cream This only works three times

■ Andre Martley, London



When approaching the end-of-level fortress, move up to either top corner and sit there. The fortress should now blow up without having to touch it.

■ Stefan Borson, Manchester

On reaching the first city, three devices appear called Hilluns. If they are blasted with weapon system 'D', the mis sion should then continue on the underground level.



Sean Collins, N Humberside

To utilise the continue option, push up and press both buttons at the same time. This works on all levels past the Paul Tootell, Bolton

Shoot the enemy's first rocket base several times and, after a while, Superman appears. The prisoners will now run twice as fast

■ Asad Habib, Sheffield

Watch out for handbags or other items when gathering the fruit. If the extra object is collect ed, Wonderboy is transported to a borus where he collected the object.



sendina



AN AT-A-GLANCE GUIDE

PROSPECTOR IN THE MAZES OF XOR

Spectrum version reviewed Issue 1 - ACE rating 927

UPDATE SPECIAL

Back in Issue One this was just known as Xor. Now on the Amiga it has gained a much longer title and many extra features.

LOGOTRON £19.95dk

The graphics and sound have of course been massively improved: it's bye-bye to chickens and fish and helio to rocks and Zeppelins. Along with hombs walls spheres power fields and teleporters these combine to form some of the most devilish arcade puzzles known to mankind.

You control two characters (but it's definitely just a one player game) who have to collect balloons from the mazes. At some points they have to do things separately and at others they need to work together. The objects that form the puzzles all have different behaviour patterns - Zeppelins move to the left when able, rocks fall down, spheres keep rolling when pushed, power fields can only be removed from one direction, bombs can blow holes in the walls and teleporters do what they always do.

Up to now, Xor players will be on familiar territory, but here come the extras. There are 15 entirely new levels already programmed in and a construction set with which you can make yet more. The construction set extends the life of a game that is mightily addictive anyway. There's even the ability to multi-task with other programs, but frankly you will probably be too absorbed to want to do anything else. A superb development of what was already a classic game.

Bob Wade

AMIGA VERSION The graphics and music are appealing, making it stretching the Amiga's powers that much but the **M** ACE RATING 942

omplex puz anned! To blow up the denamite the rock has to be dropped on it





AMIGA CALIFORNIA

GAMES EPYX £19.99

Compete with up to seven friends in half a dozen California-born sports. There's skateboarding on a half-pipe, the foot bag (or hacky sack as it's known over there) plus a drop of surfing, roller skating. BMXing and frisbee lobbing. Graphics are colourful but look very C64ish. It's fun to play occasionally and can be quite a laff when you play with a group of friends but it's not advanced computer entertainment and it certainly doesn't push the Amiga to its limits. M ACE RATING 630

FIREZONE DCC C24 004k Amstrad version reviewed

Issue 8 - ACF rating 710 Scrolling and sound effects are much better than the Shit versions, but then that's only to be expected. It's a simple, well

presented wargame that provides plenty of scenarios and a design aption to keep you busy. ■ ACE RATING 735

GAUNTLET II US GOLD £24.95dk

Atari ST version reviewed lesur 12 - ACE rating 820

As with the ST version, you can have a four player game using a special interface. Smooth multidirectional scrolling, detailed and colourful graphics, and good effects and music. Gamenlay hasn't altered - same manic charging around, shooting and collecting things. M ACE RATING 820

HOSTAGES INFOGRAMES £24.95dk ST version reviewed Issue 15 -ACE rating 689 As in other versions, the graphics

and sound are great but there's



Space Harrier on the Amiga: holding out for a see-through hero.

not much in the way of gameplay once the novelty has worn off. It's also far too easy to complete to keep you playing for very long.

ACE RATING 689

IK+ SYSTEM 3 524 904k

The latest enhanced, improved and jazzed up version of a combat game that goes back a long way. There are three fighters, two of whom can be player-controlled. With only one player the other two



are computer-controlled, so there is still three-cornered fight action. In between every couple of bouts there are interfule screens, where borus points are scored by deflecting bouncing balls with a shield or kicking bombs off the screen. This is the basic action, but doads of little extras have been thrown in, like strange events in the background scenery and odd

The animated graphics are good and the presentation is superb. The gameplay is the same old combat stuff, the best of its kind, but its kind is dated.

ACE RATING 722

INCREDIBLE SHRINKING

control toggles.

SPHERE
ELECTRIC DREAMS £24.99dk
C64 version reviewed Issue 17
– ACE rating 923
The maps are the same as the

C64 version. The graphics and effects are (obviously) greatly enhanced to make an even more convincing 3D effect. Gameplay is once again very tricky and the Sphere itself is slightly arder to control than its C64 twin.

ACE RATING 923

JOAN OF ARC CHIP/US GOLD £24.99dk

Atari ST version reviewed Issue 15 – ACE rating 912 Just as pretty to look at, and the



same fine mix of strategy and arcade action, as the ST. The sound and graphics have hardly changed. Anyone who liked Defender of the Crown will find this much more satisfying.

ACE RATING 912

SPACE HARRIER

Atari ST version reviewed issue 15-ACE rating 729
It's fast, graphically excellent and as close to the arcade version as can be expected. Still one of the most enjoyable mindless blasts around. As ever it's a shame around. As ever it's a shame the Harrier himself often obscures the view of incoming enemies—how about a transparent here?

MACE RATING 729

ACE RATING 729

TECHNO COP GREMLIN £19.99dk

Spectrum version reviewed Issue 16 – ACE rating 804 The driving section has been well put together – smooth roadway and mice engine noises. Action inside buildings, reminiscent of Death Wish 3, features exploding bodies that twitch post-mortally. The buildings map out the same, so if you can put up with the tacky, gory graphics it's got pienty of interest.

M ACE RATING 804

ZANY GOLF ELECTRONIC ARTS £24.95dk Atari ST version reviewed Issue 19 – ACE rating 688

Same holes and graphics as the ST and like the other versions the disk accessing is annoyingly slow. Great fun until the nine-hole course is completed, which will not take that long.

ACE RATING SAR

AMSTRAD

INCREDIBLE SHRINKING SPHERE ELECTRIC DREAMS £9.99CS,

C64 version reviewed Issue 17

— ACE rating 32:
The poorest of all the versions, because it's terribly slow, making the control difficult and unrealistic.
The map too has been changed.
Graphics and sound are poor.

— ACE RATING 542:

— ACE R

JINKS RAINBOW ARTS £9.99cs,

E14.99dk
A weird and addictive game about a bouncing ball and an angled bat. The ball has to be guided through scrolling levels of obstacles to an exit gate. Bonuses can be picked up on the way, but there are also hazards that can kill both bat and ball. The bat can be flipped to present a flat or angled synface present a flat or angled synface

upwards. It can be moved freely around the screen to raise the ball up to objects, or squash it down. The levels get more complicated, demanding more skill with the ball can also be altered. Previous versions have been graphically impressive, which the Amstrad falls down on, but it has smooth horizontal scrolling. Fun for a time but ralls fairly quickly.

M ACE RATING 662

SDI

ACTIVISION £9.99cs, £14.99dk Atari ST version reviewed Issue 15 – ACE rating 844 A straight port-over from the Spectrum, so very disappointing



for both graphics and sound. The gameplay holds up well, though, in both the offensive and defensive stages, making it raher fun to play, even if it does look lousy.

**ACE RATING 787*

THUNDERBLADE US GOLD £9.99cs, £14.99dk C54 version reviewed Issue 16 ACE rating 800

You will be pleased to hear it's not a straight port-over from the Spectrum version – it's actually very colourful – but this has been achieved at the expense of speed. Like other versions, collidion detection's iffy but not unplayably so. Tough and entertaining.

ACE RATING 785



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graphically Amstrad s smooth

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DE 9dk sue 16 m the actually s been

speed. vldsysk

ATARI ST

BARBARIAN II PALACE C19 95 C64 warning reviewed Incurs 12

- ACE rating 754 Palace have done a fine job in converting their primaeval beatemup to the Atari, although it still suffers from the same frustrating



gameplay and annoying lack of moves Graphics haven't improved a great deal over the original, but that's simply a testament to the quality of the C64 version. Great samples from the tatty coundchin. MACE RATING 750

BISMARCK PSS £24.99

The pride of the German navy (the Kriegsmarine) in 1941 was the monstrous Bismarck, which not only became fit for operation in May 1941, but also sank in the same month. Now is your chance to recreate or reshape history as you become commander of the British forces assigned to sink the ship, or the German commander desperately trying trying to flee into the Atlantic. It's a simple warrame with the famous PSS arcade sequences. Nicely presented but the game's very limited and won't be absorbing for long. M ACE RATING 540

GALDREGONS DOMAIN



PANDORA £19.95 Amiga version reviewed Issue 19 - ACE rating 704

To all intents and purposes, identical to the Amiga in look, sound and feel. Only the need to swap between three disks during play sets this apart from its Com modore counterpart.

MACE RATING 704

WAR IN MIDDLE **EARTH**

MEI BOLIBNE HOLISE CO 0000 C14 004k PC version reviewed Issue 17 - ACE rating 914



C64 - The main map screen which shows Middle Earth in its entirety. The finger icon is used to access the Campaign Level.



ies a magnifying glass which is used to call up detail on units and places.

Frodo has the same aim in the Rhit versions of War in Middle Earth as he does in the 16-bit game reviewed three issues ago, but the way the player gets involved is radically different.

For a start, there simply isn't room on cassette-based systems for the detailed 16-bit location graphics found at character level: indeed the character level is not present. The adventure element is also missing: there's no need to go in search of items to give to leaders of the races of Middle Earth before their forces are put under your command. All forces allied to the cause of good accept your orders the moment the game starts.

UPDATE SPECIAL

The main map screen gives an overview of Middle Earth, and action takes place while it is displayed. Moving a pointer over a location on the main map and pressing fire calls up the more detailed, scrolling Campaign Map. Here orders can be given to units. locations and armies can be examined in more detail and status information on your allies called up. While the Campaign Map is accessed, game time is paused. The strategic element of the 8-bit versions is true to life - you don't get to see the deployment of Sauron's forces on the Campaign Map, so the only way to find out where his armies are is by running into them.

The combat sequences are much more detailed. Rather than just selecting a couple of options from a menu, you can pitch in and join the fray. When two opposing armies meet, the display can be changed to give a view of the conflict and the player is allowed to influence the outcome of battle by using a cursor system to direct the actions of individual soldiers. Your troops don't go into attack on a battlefield, but wait patiently until they are either attacked or told who to fight.

As would be expected, there's not so much graphic detail in 8-bit versions of War in Middle Earth, but if anything there's more of a challenge, with the option to set levels of difficulty. Fans of the Mike Singleton approach to games design will recognise his touch

SPECTRUM VERSION
Proved a little awkward to load at first, but apart as good as its 8-bit stablemates. **M** ACE RATING 851

C64 VERSION Clanking sounds that accompany battles wear thin

M ACE RATING 856

AMSTRAD VERSION he game is marginally better suited to the

M ACE RATING 856



to really mix it during battles. Your troops don't attack opposing creatures -- they just stand still. defending themselves if attacked. It's up to you to soldiers by selecting them with the cursor and giving them an objective to attack. The bad guys naturally

Amstrad - 8-bit versions of War in Middle Earth

allow the player

INCREDIBLE SHRINKING

SPHERE ELECTRIC DREAMS £19.99dk C64 version reviewed Issue 17 - ACE rating 923

Very similar to the Amiga version, which says a lot for the quality of the ST programming. Smooth scrolling, smashing graphics and the same wicked gampolav.

TEENAGE QUEEN ERE INTERNATIONAL £19.95dk Amiga version reviewed Issue

19 – ACE rating 408

Amazingly enough, some of the pictures differ from the Amiga version. She plays the same level of strong poker and you will finish the game and be bored with it just as quickly.

ACE RATING 408

C64

BAD DUDES VS DRAGONNINJA IMAGINE 29.95cs, £14.95dk Amstrad version reviewed in graphic detail. This also means it's harder to judge the strength and path of the ball. Like the ST version it only really holds up as a multi-player game.

***ACE RATING 604**

SPACEBALL RAINBOW ARTS £9.99cs,

Amiga version reviewed Issue 19 – ACE rating 505 it's harder than the Amiga version but with exactly the same screen layout and features. This means there is a bit more interest in play against the computer, but in the long term it's still only reasonable as a multiplayer game.

TECHNO COP GREMLIN £9.99cs, £14.99dk Spectrum version reviewed

Specifical versions in Revieword.

The driving sequence is not that had and the interior action is suggists. Each section takes longer than on other machines, possibly to offset the long wait when loading from tape. An adequate conversion but not as exciting as some of the others.

ACE RATING 778

**A



Unusual stopgo scrolling instead of the usual push-scroll of the other Boths, which proves less comfortable in use. Graphics are superb. especially the characters: beautifully-detailed multicolour sprites overlaid with hires; probably the most difficult version so far, but providing an even greater challenge.

greater challenge. ACE RATING 860

MINI GOLF MAGIC BYTES £9.99cs, £14.99dk

Atari ST version reviewed Issue 19 – ACE rating 613 The holes are ostensibly the same

The holes are ostensibly the same as on the ST, but some have been it changed because of the reduction

PC

CIRCUS GAMES TYNESOFT £24.95 ST version reviewed Issue 19 –

ACE rating \$35
This version is almost identical to the ST original in gameplay – if a little faster – and only lacking in the visual department when run on

little faster – and only lacking in the visual department when run on the lower-end graphic systems, also sports surprisingly good renditions of the circus themselves, courtesy of the PC's minimalst internal beeper. However, the IBM version also inherits the limited vaniely and short-lived appeal of its Natri predecessor.

M ACE RATING 540

REBEL CHARGE AT CHICKAMAUGA SSI 229.990k

Amiga version reviewed Issue 18 – ACE rating 841

A great factical wargame based in a famous battle of the American Out War. A limited number of human and precise objectives leave you in no doubt as to what you've got to do at his no war you've you to do it. Only the one scenario but three levels of play make it well worth a look if you've a novice or a veteran. One of the collection, especially if you like the SS system or are productary keen on the period.

ROCKET RANGER

Amiga version reviewed Issue 15 – ACE rating 814 Obviously they could not emulate



the graphics of the Amiga, but it's a pretty good attempt. All the action sequences are there and essentially the gameplay is the same. One annoying thing is that it was prone to crashes – very irritating in a long game which can't be saved.

M ACE RATING 769

STRIKE FLEET ELECTRONIC ARTS £24.95 C54 version reviewed Issue 8 – ACE rating 707

Locafilm's extensive naval warfare simulation finally appears on the EM and has survived the transition more or less intact. The available scenarios have been increased to ten, with additional shaps for authenticity. The minimal graphics are well suited to the PC format, and prove adequate on all standards. Its speed of use can be sightly finating in lifequent) times of crisis, though.

ZANY GOLF ELECTRONIC ARTS £24.95dk

Atari ST version reviewed Issue 19 – ACE rating 688 The holes are identical to the ST

The noies are identical to the ST version and play the same as well. Unfortunately it won't run on GA machines – but it does look good in EGA and VGA. It's still a little difficult calculating strength and direction, but that doesn't harm the gameplay much.

MACE RATING 688

SPECTRUM

BAD DUDES VS DRAGONNINJA IMAGINE £8.95 cs, £14.95 dk Amstrad version reviewed

Amstrad version reviewed issues 18 – ACE Fathy 356

The solo Bad Dude continues his efforts against Prosporting on the monochrome stage of the Spectrum. The playshility is all three, although the control method isn't as accessible as on the Amstrad and the screen tends to look clutered at times. Dragon/linja is multiloaded on the 48K, with just a single load on the 128.

ACE RATUM 792

CIRCUS GAMES TYNESOFT £8.95 cs £14.95 dk

ST version reviewed Issue 19 – ACE rating 535 Other than monochrome graphics the only real difference between

the only real difference between Spectrum Circus Games and the 15-bit versions is that the tiger training takes place over a single screen, with only three tricks to perform. However, limitations of the gameplay in general compounded by the obligatory cassette multiload, and its appeal is even more short lived than that of its relatives.

M ACE RATING 483

INCREDIBLE SHRINKING SPHERE ELECTRIC DREAMS £9.99cs,

C64 version reviewed Issue 17

- ACE rating 923

Does not suffer from the speed



problems of the Amstrad version and is consequently much more playable. The detailed, mono-colour graphics work better here. Not quite the same feel as the C64 and 16-bit versions, but still plenty to get to grips with.

WATCH OUT!

Next month we bring you yet more news of the latest releases of new versions for YOUR machine...



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THROUGH THE ARCHWAY...

Acom's progressive Archimedes is a much-ignored machine, but one of its already-proven strengths is an outstanding graphics capability. Brian Larkman takes a look at ProArtisan from Clares, and wonders if this package can open up new realms for anyone lucky enough to have an

Archie for domestic or professional use...

hen a new machine as revolu-

towary as the Archimodes is released you can be sure that the first flood of software for it will show off all the supprise. The more spectrum of a fine supprise is more representation of the supprise in the supprise is the supprise in the supprise in the supprise is the supprise in the supprise in the supprise is the supprise in th

PROMPT: BY THE BOOK

The manual is rather good. It provides clear instructions for every function, plenty of practice exercises, colour examples produced by a professional designer using the Pro-Artisan package (some of the best

looking computer paintwork ever from a micro), and even an index. You will need to read at least some of the instructions, esnecially if you are unfamiliar with the rather clumsy three-button Acorn mouse. This is not a package that you can just launch into, but let's have a go.

PROCEED: INTO THE INTERFACE

The first thing to greet you after the traditional Beeb ritual of the Shift/Break 'boot' is a blank working screen with contrasting border and a small, rather pretty and colourful window which is the Main Menu. The eight icons displayed in this window give access to all of the features of the program, or exit to Deskton.

Before selecting anything else, clicking the Help icon opens a 'prompting' window across the bottom of the screen displaying the function of any tool pointed to with the arrow cursor. This is extremely useful in the early stages, while learning the program.

ROBLEM: THE MENUS

Selecting an icon from the main menu brings up a secondary menu offering a range of available functions, for most of which there is a tertiary menu of ontions or parameters. The problem is that every time a new function is required the menu structure has to be back. tracked through and then penetrated again. To make matters worse, the menus always disappear when you move off them and require two mouse-clicks to bring them back: one brings up the palette, a second the current meau Then a third click is required to select the new function and a fourth to set the new required parameter. Far too many clicks for fast, fluid





"MAGIC BRUSH" is a wonderful tool that allows objects drawn in one range of colours to be changed to another range without disturbing the dithering effects. For example, a black and white picture could be coloured or selected areas of a coloured picture turned to monochrome. 'Rainbow Villa With Dodo' illustrates the magic brush effect in rather gaudy fashion. More subtle changes ARE possible. Note that the shutters bush and bottles are unchanged from the original with the white villa: the magic brush painted directly over them.

drawing action? Even when the process is mastered, a drawing session can sound like a beginners' tap-dancing class.

PRODUCTION: THE TOOLS

The majority of the 'production' tools - those used most frequently - are accessed with the Draw icon of the Main Menu Tools such as freehand draw in any shape or size flood and dithered fills, airbrush, 'magic brush', smoothing, patterns, 'exclude' or key colour and zoom are all gathered on this menu.

Once you overcome the menu problems, the tools provided are good, if rather lacking in customising options. The dithered fills, for instance, look exceptionally good, but the degree of dither cannot be varied, only the position of the highlight. Most of the tools have a similar lack of fine tuning, but this may be deliberate policy in an attempt to keep the program relatively easy to use. Smoothing and the 'magic brush' are simply implemented, yet quite powerful. Nevertheless, most professional users will require a great deal more control over some of the tools if they are to overcome the constraints of style imposed by the system.

FILE: CONTROLLING SHAPES

The 'Banding' Menu provides all of the usual standard tools for outline shapes and filled shapes, plus Bezier; a method for defining controlled curves. Most of the tools work as you would expect: rubber-banding to get the correct position and shape then fixing down or cancelling with a click. Filled shapes can only have a solid fill or be filled with the current pat-

OBJECT-ORIENTED BEZIER CURVES

In ProArtisan, a Bezier curve is effectively a user-defined outline shape that can be dragged out and positioned on the screen in much the same way that a circle or rectangle might be in other

A particular Bezier curve is defined on a separate enlarged version of any rite' (defined as a brush) positioned on it to trace around. Up to 128 separate curves can be used to trace an object, each of which has and two 'control' points. The ative position of the control points defines the complexity of the curve. The resulting outline can be saved to disk as a block of object-oriented or vector data for later use: in this erm it can always be mod fied by loading it to the Bezier screen and then mo the control points, which are saved with the curve Once the outline has

been pasted to the screen it becomes part of the bit map and can only be changed

The drawing below illustrates the difference between a Bezier curve. enlarged and reduced, and a normal bit-mapped curve, enlarged and reduced. 'A shows the original Bezier taken from the sprite Dodo (F) at normal size. 'B' is a nor mal brush copied from 'A' and enlarged slightly. This

enlargement also expands

each individual nivel. By contrast, 'C' is the same Bezier as 'A' enlarged greatly, 'D' and 'E' are similar distortions using Bezier and brush methods. The differences in line widths are obvious In some ways, this method of using curves has great advantages over the

usual direct 'over-the-picture roach. Each outline can be fine-tuned and saved to disk as part of a library of shapes. It is a pity that all the banded shapes were not included in this system so that more complex illustrations could be constructed and then scaled up and down in size and shape without the limitations of pixellation, In fact it is really only one step from this system to that

employed by Super Paint for the Apple Macintosh which uses two superimposed screens, one for normal bitmapped paint images and one for CAD-like object-priented drawings that can be merged onto the paint

Beyond that, the ultimate drawing system would pro vide a wide range of special vector tools similar to those provided by Adobe Illustrator 88 or Aldus Freehand, (both also for the Mac), as well as paint tools. This could well be the upgrade path for ProArtisan. In future months you will be hearing more of this sort of program: vector-oriented but not CAD.





tern, so dithering has to be added later. Bezier, however, is set up on a separate screen and used in a rather unusual way, as described in a hox elsewhere on these pages.

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Gridlock is also set up and activated via the Banding Menu. There is no coordinate system provided, which might be a nuisance if you require accuracy.

PROGNOSIS: THE CONCLUSIONS

Tion basic additions to the system would make horbitasm much asset to use; taxed off means and keyboard equivalents. The idea of menus and keyboard equivalents. The idea of menus wery good, but the option to keep them on screen should at least be available if required has alters, for statute, could have a model has pattern, for statute, could have a model has pattern, for statute, could have a model or stateen colours selected. Fassing through call up a menu can be very tedour. Keyboard equivalents — or ever bettern, user-defined tem greatly, and provide much-needed exercise for your other hands.

Aside from the laborious menu system, ProArtisan is a nice orngram to use especially after a bit of practice. This is mostly thanks to the joy of having 256 colours on-screen. Many of the facilities are either completely new or implemented in a new and unique way that encourages experimentation. Sprite handling, area distortion, edge detection and global 'magic brush' are particularly interesting and potentially useful. In spite of all this, the program is rather lacking when it comes to controlling the features, as compared, for instance, to Deluxe Paint. It gives you the feeling that after quite a short while, all the pictures you produce would feel much the same. In the end, the big problem is the interface.



PIXEL POST

Spiros Blaxos

CORFU.

Dear Mr Larkman. ACE doesn't come frequently in Corfu. Accidentally I obtained an issue 114. November J. where I found your article about PhotoLab. I am 37 years old, a teacher of physics and a painter as well. Recently I bought an Amiga 500 with which I

The only problem (apart from the memory expansion) is the ways of reproduction. Several solutions exist but every one of them has its misgrings.

I. Polaroid Palette.
It has a high price and
there is not an interface
for the A500 (as far as
local Commodore
knows)....

2. Xerox 4020

It also has a high price. A real disadvantage was its small paper size (A4), solved as you say by Deluxe PhotoLab, and the durability of the colours.

 Photograph of monitor.
 I have attempted it but the results were rather miserable because the lines of the monitor were showing (the lines of the glass I

The questions are

Is Xerox 4020 the best of the available methods for reproducing computer images with the Amiga 500?

Is there another one (at least a cheaper one)?

What about Polaroid's Palette?

Dear Spiros As always, reproduction of screen images is a real give the best results but of care is necessary Interlace pictures come out best - with more bori zontal lines (512 instead of 256) the display looks can get round this problem mode you use to draw a picture, it can be converted to interface without loss of definition by one of several programs - Pixmate, Butcher, Deluxe PhotoLab convert to interlace for the screenshot

alternative is Thicker Fixer. In a second or that is only available for the Amiga 2000 at the moment. A 500 version may be released but it is not available yet as for as it and a second or the moment. A 500 version may be refeased but it is not available yet as for as it as a second or the second of the secon

Polaroid Palette uses a similar method - high qual ity flat display monitor inside a lightproof casing but with elaborate control of light and colour to give perfectly balanced pictures. The monitor cannot be used for anything other than taking pictures though. In effect you can get almost as good results using Flicker Fixer with the added benefit of a high quality display that can be used all the time.

very good printer, but like all medium-priced colour printers the images it pro duces are not particularly accurate in terms of h at the moment ough. There are several cheaper printers - Star LC10-C, Okimate and the like - but the printouts are either small or of poor quality. Integrex produce several ink-jet printers based on Canon mechan cals but they may be diffi cult or impossible to get in Greece. Their latest ColourCel printer is very good - better than the rox - but costs -3,000. Even more expensive (£6-10,000) are printers - Mitsubishi, Tek tronix et al - but these give almost colour supplement

quality at up to A3 size. To sum up, I think your choice is limited: Xerox 4020 or Polaroid Palette /imprint. Personally I think that the money spent on a Polaroid would be better used for Flicker Fiver. a MailtiSynch monitor and a good camera and tripod, but I am open to convincing by Polaroid they want to lend me a Palette /imprint setup for Palette /imprint setup for

More information could be obtained about most of these products from the Amiga Centre Scotland.

ADVENTURES

In anticipation of next month's truly awesome Adventures Special, Steve Cooke pauses for breath. In the meantime, he offers news of the latest in fantasy/role-playing releases, a fabulous competition, and the eagerly-awaited ACE Adventure Conference...

IT'S A MYTH! NEW INFOCOM

Great prizes for adventurers up for grabs in our exclusive Official Secrets competition!

FIRST PRIZE: The winner gets two tickets entitling hirr/her to be Guest of Honour at a Mediae-wal Weekend in October of this year. You get two nights accommodation, lunches, dinners, leasts, games, dances, tournaments, and whole host of other suitably mediaeval activities at Briavels Castle in Gioucsetsers, tournaments, and whole host of other suitably mediaeval activities at Briavels Castle in Gioucsetsers and the control of the suitable of the control of the suitable of the control of the contr

PLUS you get a year's FREE membership of Official Secrets, entitling you to two free games (including Magnetic Scrols' Myth, exclusively programmed for Official Secrets) and bags of other special offers.

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Not bad going for a 19p stamp, eh? Now here's the form and the questions:

INFOCOM TITLES ARRIVE...

Just as we go to press, copies of Infocom's long awaited Shogun and Journey drop onto our desks. We'll be bringing you a full review of both titles next month.

Shogun is a game we'll all have to watch it



when the second second

(Above) Infocom's Journey: RPG-meetstext-adventure. (Below) Shogun: graphics apart, is this the last Infocom traditional adventure?

is currently the only new title in the Infocom range that achieves faithfully to the old adventure recipe without any role-laying or arcade thrills last there are in Journey and Battletech. The only concession to 1989 is the addition of graphics, albeit very impressive ones. Whether this will be sufficient for today's market remains to be seen.

If Shogun fails, we may be looking back on it as the last pure Infocom adventure. Tempus fuelt, eh chaps?

Journey, on the other hand, is almost as important, but for another reason. This product is the company's main stab at the RPG-type>



WHO OR WHAT IS OFFICIAL SECRETS:

Official Secrets is a mail-order software club started by Tony Rainbird - the man who began Telecomsoft's Rainbird label, since responsible fo bringing out games like Magnetic Scrolls' Jinxter and Level 9's

for a year's membership (224.95 in the EEC) and brings you a free bimonthly magazine, Confidential, two free games on joining, a nelpline, competitions, and a host of other club activities.

What's more, Official Secrets members get free membership of another mail-order club, Special Reserve, which caters especially fr arcade fans and gives a 24-hour discount delivers experies.

You can contact Official Sec for more details at: 2 South Block, The Maltings, Riverside Way, Sawbridgeworth HERTS CM21 9PG Official Secrets members get a free copy of Myth by Magnetic Scrolls. Name two other Magnetic Scrolls games.

Which software house released Ingrid's Back in 1988?

3. Which of these is the odd man out? Bilbo, Merry, Pippin, Gandalf, Lancelot.

YOUR NAME

YOUR ADDRESS.

YOUR AGE

YOUR COMPUTER.

market, in which most other companies are currently netting mega-bucks. If Journey makes the grade, then infocom can heave a sigh of relief. If it doesn't, well,

Infocom spotting is a worthwhile pastime because it gives us some idea of the state of the fantasy market in the US. Right now, the signs are not encouraging. The company released several new games (Nord'n'Bert, Plundered Hearts etc.) in 1987 and have published almost nothing since. Now owned by Mediagenic, they are not having an easy time, while companies like Origin (Ultima) and EA (Bards Tale) continue to reap large rewards.

Maybe the old text adventures should just le down and die. See the Adventure Conference section for other points of view

LEVEL 9 ENTER ROLE PLAYING **ARENA**

Level 9 have almost finished the develop ment of their own 'animated adventure system' which will enable them to produce a fully-fledged fantasy RPG by the end of this summer

The first game is already under development, making Level 9 the first major UK software house to produce an RPG in recent years. "We've already done a lot of the graphics," says Pete Austin, "and we hope to launch at the end of the summer. The game will be for the 16-bit machines

only." Meanwhile, Level 9 have are about to launch their latest graphics adventure. Scapephost. The player takes the part of a chost believed responsible for committing a series of crimes. You must locate the

villains and free their hostage. "The puzzles in the name are all to do with your being a ghost," Pete reveals. So surely you can't die? "Not exactly," hints the Level 9 maestro, "but you'll fade away in a strong light - and in part 3 you can be exorcised if you're not careful."

Scapeghost's graphics are regutedly even better than those in Ingrid's Back. Watch this space for a review in the very near future.

NEXT MONTH

Next month's section is an adventure in itself. Not only will you get exhaustive reviews of the latest Infocom products, but also a complete guide to Role Playing Games currently available in this country. These games cost money make sure you get the right one by checking out the unique RPG-uide in

next month's ACE...



As the release of infocom's Shogun draws nearer, we're all holding our breath wondering what's going to happen to the traditional text adventure. Pete Austin of Level 9, Ty Newton from Australia, Craig Ryder of Australia, Craig Ryder of Bargoed, and Ian Urquhar of London have all got

of London have all got something to say about it What about you? This month's topic is 'The Futs of Text Adventuring', but you can aways open a topic of your own. Your opinions will be printed here on the page. together with those of others in the adventure industry. There are prizes too – Ian Urquhart gets this month's prize for the best letter. Next month it could be you!

From: Ian Urquhart, London Topic: Future of text-only games.

a long way since the early days of few locations and puzzles so cryptic that they frequently defied solution... In those heady days of yore, I was battling through the darkness on my CBM64. I've not nothing Castled-1, ive got norming against the adventures of those days, but now – after the tentacles of slime dripping from the ceiling in Lurking Horror, or the marvellously crafted Floyd in Station, Planetfall, I vow never to pick up a cheapo adventure again! enture again!

adventure again!
As for graphics, where else could a picture NOT be worth more than a thousand words? Just as I got bored with the likes of The Hobbit and The Hulk (remembered with fondness, even if there were THREE domes!) along came The Pawn on the ST. Here the graphics and the adventure were so well constructed that I felt Infocom would turn over

and shudder - which they seem to have done! On the larger machines, there can no longer be any conflict between text, puzzles, and

oust the text-only games from the market. I don't necessarily think that's a good thing – I don't think Lurking Horror would be quite the same if you could actually SEE the Horror, and

From: Craig Rider, Bargoed Topic: Text adventures

he meets in a game in his mind's eye, it's now all thrust onto the screen in front of him.

This is a shame as no two people have the same

The trial and error these and error thes days does not involve playing the game, but find-ing one that taxes the intel ligence and imagination.

mult-user game. Houses like Magnetic Scrolls and Level 9 will sell dedicated modems with their

grants.
Finally, CD-ROM will enable software houses to create game environments only, into which the players can port their own characters and create adventures of their own...just like real life. From: Pete Austin, Level 9

real growth area is failtasy role-playing rather than 'pure' adventures. Our own animated adventure system is almost finished and I've been looking at the other RPG's currently available. I prefer to have a single character myself rather character myself rather than a party. It just seems too obvious a choice as to which character you should use in which way.

text adventures is the puzzle element. There are a limited number of effective

text-only puzzle possibilities. You can expand these using interactive characters, but role-playing and attributes seem to offer more scope).

Express your own opinions argue with the experts, and even win a prize! Every month we'll send a mystery software adventure prize to the writer of the best letter Write with YOUR views now

St Levan Churchtown

name, address, and details of your computer. There's no need to write a book – just a few words will do. In fact longer letters will almost certainly be edited for length. Be punchy!

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Board wargaming has made the transition to computer screens fairly smoothly, and there's a wealth of military simulation software available. Andy Smith dons his general's uniform to check out the latest batch of wargames, while Zog. contemplates the prospects of the pixel battlefield...

WARCAMES of the future will probably incorporate the lessons learned by such games as the Wargame Construction Set, Universal Military Simulator, Borodino and The Ancient Art of War Players seen

want realism in terms of how the landscape and units are modelled, but also like to get involved in the actual fighting in some way. My own personal favourite was always Art of

always Art of
War for this, since its
simple use of the scissors/
paper/rock idea for troop types was
readily grasped and still left lots of
room for the player to make a total
mess of everything.

Until very recertly, some elements of coeffict were similated quate well in computer wargames whist others were hardly addressed at all. For me, the fact that the full gory technicolour details of handschand lighting are missing is not the problem. The main design shortcoming has been the way in which the games tend to be modelled as

If the conflict was a personal fight, In other words, the results of Individual battles can almost always be actinged the instant they are resolved. In one games, you can even view the results during the individual phases of a move, and after your strategy on the spot to suit. This technique is ideal for modelling a one-one fight up some dark aley, but sint a faithful representation of what happens when you are in a real-life.

Borodino Irenieved in ACE Issue 19 comes mark floser to addressing the problems of realistically simulating events on a battlefield by preventing you with a similar set of problems of those faced by a commander in the field - your orders have to be sent to units by messenges. The further away the units are, the longer the orders take to get there and the protect the risk that they will never arrive at all A singer may just the runner off and your message may never

get through, or the orders that are finally

war or battle.

WAGING

received may be ambiguous in the light of changing events. Wargames after all are simulators for commanders, not of events.

FROM TABLETOP TO LAPTOP

Tableton games spawned board wargaming and gave rise to computer wargames, and in many respects the computer has the potential edge in terms of both realism and ease and convenience of play. To try to achieve realism

in a tableton game, huge terrain maps are needed with hundreds, if not thousands, of lead figures on them. Moves and comhat are achieved by applying rulers and bits of string to the tack in hand after consulting massive tomes of rules and tables. The only other approach was to throw the realism away and just get down to the nitty gritty in ritualised combat in games such as chess, where the rules are easy to learn and neither player starts with a material advantage.

Theoretically a tableton game taking up the entire Fast Wing of your stately home can now be accurately modelled with a few square inches of silicon chips and a disk file or two. This is, of course, fortunate for those of us who do not have a spare acre or so indoors. and only get to play our wargames when the ironing board is put away. Even if you do have the room for a traditional tabletop game, the computer can take much of the pain out of anniving complicated sets of rules - a package such as Eaglebearer from Battle Honours (0746, 32627) can be used in conjunction with lead figures and landscape models to run battles. Eaglebearer takes care of morale and casualty calculations, and introduces variables such as weather and the deaths of commanders as well as dispensing with written rules.

Secrecy is of major importance when fighting a real battle, but is difficult to achieve on the top of a table when all is on view. The more you can conceal your 'shape', as Sun Tzu, the oriental strategist, would say, the more you are in command of the situation. Computers allow some measure of secrecy - for instance, units can be placed at the start of a game but only revealed when they are spotted by soldiers from the other side. Of course, with two players using the same screen it is rather difficult to maintain your sneaky flank attack. Nowadays though, more and more people have got their own computer. By using the ports out of the back to connect two or more computers together, it is possible to get round this problem and going one step further, by using phone ines and modems, the players do not even

wargames include a computer-driven opponent to pit your wits against. Not ideal for secrecy however there is some truth to the number that computer opponents cheat by peeking at your units in memory.

LOOKING TO THE FUTURE As graphics get better, I expect the trend

towards proper line-of-sight and line-of-fire ILOSA OF) rulings to continue. Fuery game. has some sort of map of the terrain, and now perspective views are to be found too, but

nobody seemed to bother offering the 'soldier's eve view' until Rorodino camo along As well as creating more realism it solves all arguments by giving you a 3D view from your particular unit, and letting you look. This is more of

a 'cheat' feature as it is implemented in Borodino than one that is truly useful for LOS/LOF considerations but it's a start.

My ideal wargame would have prop chains of command for the whole army Straight away you solve a problem which crops up in any game that has lots of pieces - when you want the entire right flank to do something, you should not have to move each unit or soldier individually. The whole command setup is of course a good example of a classic tree structure, which shouldn't bother programmers brought up

be able to apply familiar programming principles to wargames. At the top of the tree sits the Commander In-Chief. His orders are broad and sweeping. for example: "Advance into Poland." These orders are passed down the command tree, becoming more precise and refined in the process. A brigadier may order a reconnaissance unit to check out the woods just outside a

on spreadsheets and databases - they should

town: finally, the sergeant and his squad of men are told to 'Move into the farmhouse just east of you Individual small units at the bottom of the

tree are primarily the limbs of the army, but also provide much of an army's senses. Orders are interpreted, refined and the rough outlines filled in as the commands move down the tree,

but meanwhile intelligence on enemy movements and dispositions should be coming back up

towards the General Staff, Intelligence involves gathering and assembling small pieces of information, and building them up into an overall picture that is useful for formulating strategies or modifying tactics. An ideal computer wargame should include a system for combining snippets of information gathered on the field into a picture that the player can utilise.

In the ultimate computer wargame of the future, all the handling of commands, orders and intelligence-gathering needed to simulate reality will probably have to be achieved with with some form of battle-language - computers are still not quite good enough to work with true English. Of course, any improvement to a system can have its dangers: if you were commanding something like a humble tank squadron and failed to obey orders, the possibility of a Court Martial and demotion to 'Assistant Shoveller, 7th Class' in the local slate mines might well be on the cards in a more sophisticated wargame system.

Within a realistic model of the command tree which allows two-way communication of information, timing becomes much more important, something that chess players have known for centuries. Any sensible commander is aware that just slogging it out is probably the least sensible thing to do during a battle. As in Judo, a small force, if applied at the correct moment, can readily throw a much larger oppo-



the

nent. Unfortunately, if you are not in command of all your units directly in a computerised wargame, it is always a bit difficult for computerised officers to interpret the reasons behind your orders and do what you want them to. Unfortunately, you cannot have them shot for disobeying orders, but you can resort to ringing the company who sold you the game and trying to get your money back!

Finally there is lunk Chass doesn't allow for any at all, but in real life it exists. Guns iam. shells fail to explode and a number 14 bus can appear at the bus stop just as you do. In any single fight there should be a large variety of possible results, which force the player to think on his feet and adapt plans - a commander can never quite guarantee that elite gunners will succeed in halting an attack or that his entire tank force will not be held up by paratroopers who refuse to let it cross a bridge. You must continually have alternatives, and understand that sheer weight of numbers does not necessarily lead to success.

Eventually, we should be able to play games that properly mimic warfare. The old adage that 'No plan survives contact with the enemy' will properly apply, as indeed it should. Without the death and devastation of real fighting, we will still be able to practice competitiveness and flexibility of thought. Fighting does not, in itself, make people cruel or violent - it just peels back the veneers of civilisation and exposes the bits underneath. In a certain sense, wargaming is a way of finding out some things about ourselves rather than just being a mindless training for violence - and it can be argued that wargames offer much more of a cerebral challenge and much less of a negative influence than mindless shoot-em-ups that involve war scenarios

Incidentally, if you ever get a chance to read 'The Art of War' by Sun Tzu.

go ahead. You may learn a few things, Businessmen have been known to study his writings just to try to develop that competitive edge over their rivals. And anyway, any book that was written somewhere around 400 BC and is still a standard refer. ence work in military colleges around the world today must have something going for it. Wargames of the future will still make use of the principles involved, so if you

BATTLES OF NAPOLEON

SSI's French Emperor simulator



C64/128 C24 004k

IRM PC

Seventy miles west of Moscow lies the small town of Borodino, Here, in 1812. the Grand Armée led by Napoleon defeated Russian forces under the command of

MicMey

Prince Kutusov, but paid heavily for the honour - indeed, by the end of 1812 the Grand Armée ceased to exist as a fighting force. The battle for Borndino is one of four sce. narios included in this one or two player

wargame from SSI: the other three included are Auerstadt, Quatre Bras and Waterloo, There's also a scenario-designer option that allows you create your own scenarios or get the computer to generate random 'hypothetical' battles. The game is divided into two main

sections, orders and combat, each section made up of several phases. During the orders phase the first things to do are assign objectives and leaders to your troops (leaders play

Other versions are possible MEXICAN, Vietnamese, Japanese, German and Korean

RELEASE BOX

troops (amongst others) have all suffered at the hands of the United States Marine Corps since they were first created in 1775. This one or two player wargame from the Australian Strate

gic Studies Group is a hattle history of the USMC from 1847 to 1968 There are eight historic confrontations to

play, starting with Mexico City and ending at Hue. Each game lasts a set number of turns. with four turns per day (morning, noon, afternoon and night). Once you've decided which side to play it's time to issue orders

Your forces are solit into Divisions and each player can have up to three Divisions depending on the scenario. The Divisions are sub-divided into Regiments which are subdivided into Battalions. The smallest units you can give orders to are Regiments.

The state of a Regiment, i.e. whether it's engaged or in contact or miles away from an enemy unit, influences the kind of orders you can give

Imagine you have three Regiments in one Division. Regiment One is engaged with the enemy, so you issue it an order to attack the enemy with an ASSAULT order,

Regiment Two is in contact with another enemy unit so you order it to PROBE the enemy lines. Regiment Three is behind your own lines and you want it to move further toward the front line. Issue it an OBJECTIVE



Assign objectives and prepare for battle.

The Art Of War Sun Tzu

are a wargamer, it's a vital work of reference.

S.B. Griffith Oxford Un

 ISBN 0-19-501476-6 90 Advanced Computer Enter

The Borodino scenario - Eugene prepare

Once you've moved all your units and are satisfied with things, hit the key and enter the combat phase. Here all combat is resolved including artillery and melée fire, for both sides. Then the computer for your human

STEE TETEMPROMISE CONT.

The Austerstadt scenario - changing th formation of a unit is simplicity itself.

opponent) makes its moves and you start again at the leader assignment phase.

Each battle lasts a set number of turns (each turn equaling half-an-hour of real time) with full battle reports at the end of each turn giving you an up-to-the-minute account of how the battle is going. At the end of play the winner is the person with the most victory points, which are awarded for reaching and holding objectives, and for destroying enemy units.

BON is a complex game, but the game system is easy to work with it's agreat plus to be able to force the computer if you're playing solo) to employ certain overall strategies: try selecting the Counterattack-Automatic setting if you're getting particularly good at a scenario!

C64 VERSION graphics and sound are as vo

The graphics and sound are as you'd expect. It plays a little slowly, but it's easy to pick up and the scenarios included range from small and simple to big and complex. The variations available ensure you'll be comine back for many months.

GRAPHICS 6 10 FACTOR 7
AUDIO 1 FUN FACTOR 7
ACE RATING 923

And the designer option means you'll get plenty of play out of the game in either one or two player mode. Great stuff.



HALLS OF MONTEZUMA

SSG join the United States Marine Corps

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order and you can cycle through a list of predetermined objectives and order it to ADVANCE on the one you think proper.

Once all your units have their orders and you've assigned any independent Battalions to any regiment that requires it (an artillery Battal-

allied troops as well as Americans here.

ion assigned to Regiment One in the example may be a good ideal it's time to think about allocating air support to the regiments that need it (obviously, the weather plays a major part here). Then hit the key and watch the results of the movement and combat.

Winning any scenario is decided by victory points which are awarded for reaching and holding objectives and destroying enemy units. To familiarise yourself with not only the system, but with each scenario, it's a good idea to edit things slightly in your favour. For a start, you can select either an enhanced (where random

The Hue scenario. Different to called for in this street-fight.

PC VERSION
The graphics are basic, especially for EGA
machines, but that's nothing new and doesn't

GRAPHICS 4 IQ FACTOR 7
AUDIO 1 FUN FACTOR 7

ACE RATING 884

but powerful benefits are given to the computer player) or a normal game, and whether either side should have any sort of advantage. The nature of the battle varies with the

scenario, as does the scale of the map: for example, the Pusan scenario is fought over a much larger area than the Hue scenario, which of course affects your strategy and tactics for each scenario (as too does the composition and disposition of the enemy forces).

Halfs of Montezuma plays a tough game, escalally if you limitested for yourself and give the computer a few unhistoric advantages (as suggested in the manual accompanying the game). The ordering system is easy to use and with the built-in designer option, that allows you to after existing or create new scenarios, you're going to be playing this for some time.⁴





Assigning objectives to your units in the Franklin scenario. It was here the Conwaiting to repair a bridge



This is the third and final chanter in the series of SSG games covering the most important battles from what's widely regarded as the first 'modern' war.

Vol. III includes six of the lesses known hat. tles, including Atlanta and Spotsylvania. The others are Wilderness Tayern. Cold Harbour. Nashville and Franklin. Each scenario lasts a set number of turns, the winner being the person (it's a one or two player game) who

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DECISIVE BATTLES OF THE AMERICAN CIVIL WAR **VOLUME III**

SSG's final chapter

acroses the most victory points during the game by reaching and holding objectives and destroying enemy units

There's an orders and combat phase for each turn, the orders being given to individual units via menus in much the same way as for Halls Of Montezuma. Though the system is similar, there are differences to reflect the time period: for example, turn the out-of-place modern 'radio option' off and your lines of communication to HO's and subordinate units are more realistic and much ropier, being influenced by the weather and the like, which

makes it a much more exciting game especially when you got for hidden movement as well SSG have come up with the goods again

The system is easy to use and the game plays well. It'll take months to work through every scenario and every ontion and then you can go back and create your own scenarios with the designer option included.



IQ FACTOR 7

Graphics and sound are fine, the game plays well, and you should get bags of entertainment from it. FUN FACTOR 6 ACE RATING 916

C64 VERSION

ENCYCLOPAEDIA OF WAR: ANCIENT BATTLES

CCS bring on the elephants

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SPECTRUM VERSION

The package comes with two tapes: 128K owners only need the one tape which contains the main program and the scenarios. 48K owners need to use both tapes, and they are unable to fight the Chalons scenario

IQ FACTOR 7 FUN FACTOR 6 ACE RATING 742

PC VERSION The graphics are very basic and you can forget about sound. The ordering system is friendly and takes little time to get to grips with.

GBAPHICS IQ FACTOR 7 FUN FACTOR 6 ACE RATING 742

KICKING off R.T.Smith's series of warrances chronicing warfare from earliest to modern times, is this wargame covering ancient battles - complete with ancient units including elephants and scythed chariots. The one or two player game comes complete with five scenarios and a design option that allows you not only to mix and match a variety of armies but also to design maps and scenarios.

The sequence of play starts with the issue of orders to your side (the numbers of orders allowed depends on the number of generals you have on the field) and then involves waiting while your opponent does the same before combat (including both ranged weapons and hand-to-hand) is resolved and your units get another chance to move. Issuing orders is simplicity itself: select a unit, move the cursor to the desired spot and hit enter. Then decide which units should follow the ordered unit and which units should go elsewhere.

It's not as detailed, or as good, as his previous games, with the number of options open to you during play being limited, but it plays well and the design option means you'll get a lot of play from the game. Worth looking at especially if you're interested in the period.



Asking for reports on your units provides you with useful infomation.



BREACH

OMNITREND's Space Marines

IF you read the Paladin review in ACE Issue 19, you should have some idea of what Breach is all about. For those of you who di n't, it's a simple tactical wargame, with 10 mi sions for you to complete (extra scenario disi containing 16 missions are available). You co trol a small squad (the actual number depend on the scenario) of Space Marines one which is the squad leader. Complete the mi sion and you'll find your squad leader attributes upgraded (shooting accuracy fi instance); allow him to be killed, though, ar you have to create a new squad leader b using the scenario-builder that's incorporated, allowing you to alter existing scenarios or create entirely new scenarios. Every mission is timed, and has a different.

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objective: for example, the Breeder scenario requires you to rescue some prisoners from an alien complex within 30 minutes of game time (each turn lasts 30 seconds of game time). Movement during the game depends on the individual squad member's movement points. Points are used up by moving, firing, picking up objects and so on. Once you've used up all your squad's movement points, click on the icon and the computer moves its forces.

Breach is very easy to play and as a solo game it's not half had. There are some annov-

AMIGA VERSION

As in Paladin, the graphics are very simple but the sound effects are good. If you're after an easy-to-play game in the Rehelstar mould, you could do worse

GRAPHICS IQ FACTOR 6 FUN FACTOR I ACE RATING 761

ing parts of the game (you can't move through a square occupied by someone else for example, causing you to make frequent and costly detours) but once you know about them you can compensate. The overall verdict is simple but playable, and the designer option will keen you busy for some while.



FIRST OVER GERMANY

Fly through the air with SSI

ENGLAND, 1942. The American arrive at their new base in Thurleigh to help in the war effort. Step back in time with SSI and take charge of one of 306's B-17's to see if you've got what it takes to win promotion. Before you set off on any of the 25 mis-

sions included in the game you'll have to get used to flying one of these huge planes, so there are a couple of training missions for you to complete first, including take-off and landing practice, take-off and forming up with a group of airborne planes, and bombing practice.

It's very easy to fly the plane, so it's not long before you're into the missions and the

IIII.
1:1995-1915) \$:185,1855ET 2:50-1.65
Select the correct view and prepare to

RELEASE BOX C64/128 £24.99dk IBM PC Mid-April

C64 VERSION

The graphics and sound are fine. It's very easy to relatively short time.

IQ FACTOR 4 GRAPHICS FUN FACTOR 8 ACE RATING 725

game proper. You view the plane from directly above with the simplified instrument panel taking up the bottom portion of the screen. Should you run into enemy fighters, the screen switches to a cockpit view with a report of where the enemy plane (the Bogev) is, i.e. Bogev at 3 O' Clock low.' Then you hit a key to switch to a gun that's in a position to shoot at the enemy and try to blow him out of the sky before he can inflict any damage on your craft and leopardise the mission.

First Over Germany is much more of an arcade game than it is a strategy game, so don't expect anything more from it. As an action game, though, it is quite fun, and the 25 missions available should certainly keep you playing for a while.





re arcade than wargame. Simple fun

ACADEMY AND TAU CETI

VCVDEWN

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Set on the planet Cyonus in 2197, a rookie pilot selected the wrong gear when docking with the main central reactor and reduced half the planet to molten lava. Gal-corp has decided that a special training school was essential and only the top pilots will make it through!

Complete your 20 missions, grouped in five levels of four in order to graduate form the "Galcorp Academy" for advanced skimmer pilots.

TAIL CETT In 2050 the first wave of colonists left earth for the nearby solar syst

of Tau Ceti, as the first waves of man's great adventure. On the inhospitable desert world of Tau Cetilli a new life began. In ninety years thirty great cities were built, until, without warning a great plague decimated the new world. The remaining desperate colonists were dispatched and then destroyed by the now malfunctioning defence systems. The only way to incapacitate the automatic defenders was to

shut down the massive fusion reactor that fueled the planet. It was decided that single highly skilled pilot in an ar ground skimmer might succeed where fifty would surely would surely fail. Like a fool you volunteered TWO BRILLIANT GAMES FOR LESS THAN THE PRICE OF ONE. AN UNREFUSABLE OFFER.

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"crisis advisory" group for counsel This is a strategist's dream, the sheer size and scope of the simulation means that it is possible to become totally

immersed in the proceedings Steve Jarratt Ace April '89



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This change is the plant I have ever seen on the ST - (Claims reviewer Perioducia is the began I have ever seen on the ST - (Claims reviewer EXFOLOW

EXFOLORM Committee is the plant in the plant i

ZYNAPS
One of the best blasters to date, quality graphics whilst flying space



ACE GREAT GAMES



which involves moving adjacent to them and engaging them in combat. This is easier said than done though because of the way the games quiz element intrudes. Get the questions wrong and move to one of three arenas; Medusas Cave, a mountain-top or a lava-

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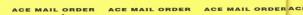


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. threw the pieces into a Magiffame industrial

· decanted the molten metal into individual billets

and irradiated them for three hours in the educa-

· beat them into a series of monomolecular metallic

. tore them to pieces and jumped up and down on

N'Gar Thrombobo might be safely assumed.

them until the men from the Grimleythorpesdale

then, to be no more. Or at least that would be the

case but for the fact that Horace Claphandle had

unfortunately missed the one and a half square

the nurse, accidentally stabbing one of Mr Blud-

inches of crumpled floppy disk that had lodged in the flesh of Mr Bludgeon's ample posterior.

"Arrggh! Bloody 'elli" yelled Mr Bludgeon as

"Relax, Mr Bludgeon, this won't hurt a bit." said

tional department's 2 billion kilowatt cyclotron

smelting furnace in the crafts department

films in the lewellery department

the nurse cut away his trousers.

Lunatic Asylum came to take him away

THE ACE SERIAL

The Git In The Machine:

Horace Claghandle looked at the wreckage of the Kiddiemate Deluxe as it lay in a pool of tepid water in the shower unit. Mr Bludgeon had just been taken away to the hospital by crane, and the manager of the department store was pacing up and down, itemising damaged items, clucking worriedly and generally looking ill.

"Who's going to pay for it all, that's what I want to know?" he said picking up a bent zinc alloy backplate securing screw #301/AA and comparing it with his checklist.

"Couldn't give a flying..." started Horace Claghandle, rather excited at having finally disposed of his electronic arch-enemy. His ejaculation was cut short by Mavis Claghandle's handbag striking him in the ear

"You'll have to forgive him, your worship, he's rather highly strung." "Bollocks, mother." said Horace Claghandle.

he store was closed at half past five. and by six o' clock was completely deserted. Deserted, that is, except for Horace Claphandle, who'd escaped from his mother's clutches by stabbing her in the knee with a propelling pencil then jumping out of the car at a set of traffic lights. He'd gained entry to the store by climbing up through the sewers - a trick he'd learned while stalking N'Gar Thrombobo at the Grimleythorpesdale Municipal Sewerage Disposal Plant - finally gaining entry to the bath-

room department by means of an oversized bidet He was in luck. The builders hadn't arrived vet to clear up the mess. He slipped out of his hiding place, swept up all the remains of the Kiridiamate

· pushed the wreckage through a waste disposal unit in the kitchen department repeatedly drove over the bits with a six-hundred-

weight lawn-roller in the garden department

geon's rather amorphous buttocks with her

If think we will have to take Mr Bloody, L. into the theatre, nurse," said Mr Colon the surgeon addressing a mop handle propped up against the wall. He removed his classes and polished them. on Mr Bludgeon's necktie then put them on upside down. "Where exactly is it?"

"If you think I'm going to have that bloody foureyed git shoving bloody scalpels up me bloody artighhh..." said Mr Bludgeon through three inches of hospital pillow suddenly placed over his oob.

"Now, now, Mr Bludgeon," said the nurse, sitting on the pillow, "you should just relax. Doctor knows what's host

"Quite right nurse!" said Mr Colon as he tell out of the window, "Now where the hell's that draught corning fro..." There was a rather unpleasant splat in the road outside, but Mr Bludgeon didn't hear it, being ever so slightly unconscious.

N'Gar Thrombobo was confused. The last thing he remembered was taking a shower, but this didn't really fit in with his provious world-gestalt of being a near-omnipotent electronic superbeing. He reconfigured some of the magnetic particles to form a crude sensor so that he could explore his immediate surroundings. And the results were very perplexing. He seemed to be enveloped in a mass of tepid, wobbling _stodae.

Suddenly there was a brilliant light, and his momentarily overloaded sensors blacked out. Then he could make out four white walls, fluorescent tubes, nurses in masks.

"I'm alive!" he cried, realigning some of the floppy's magnetic particles into a makeshift loudspeaker membrane which was, unfortunately, loud enough to be heard only by a hypersensitive gnat three millimetres away

"I can't thank you all enough!" he enthused as one of the nurses threw the mangled floppy frag-

"This really is most awfully, awfully kind," he said as the bag was thrown into the hospital

"I really am the most awfully lucky chap." his mused, albeit in a slightly worried tone as his sen sors noted a not entirely insignificant rise of 1,500 degrees Celcius in the ambient temperature of the immediate surroundings

NIGEL FROM AIGEL







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for younger gameplayers. ALIEN SYNDROME

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CARTAIN OH VER

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E46 EIGHTED As a pilot of an F16 Fighting

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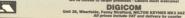
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PCS - WHAT HAVE TIL

Erstwhile PC PLUS editor, Matt Nicholson, gives us the low-down on PCs and how they measure up against today's 16-bit machines. If you're thinking of upgrading your system, is a PC a viable option?

hould you buy a PC? The specification of the IBM PC is nothing to write home about. ularly when compared to modern 16-bit machines. Nevertheless, the PC and its compatibles have outsold all the Amigas, STs and Macintoshes out together - by at least a factor of ten. The reason is simple: those three letters, IBM.

IRM is by far the biggest computer manufacturer in the world, and has been since the mid-lifties. To give you an idea of just how big, consider this: between 1960 and 1972 the rest of over \$1,000 billion; IBM made a presecond largest computer company in lanan is IRM's lananese branch. This is largely irrelevant to the home user, as by far the greatest part of IBM's business is in mainframe and mini-computers. However, back in the early eighties IBM launched its PC, the Personal Computer, and it was an inevitable success. Big business had been looking for a desktop computer, but felt uneasy buying large quantities from young upstart companies like Annie and Commodore, IBM was a name they knew and could trust. Nobody gets fired for buying IBM', as the old adage goes

Other companies, anxious to jump on the bandwagon, started copying the IBM design and producing micros that could run IBM software. The PC became a standard and now probably over 80 percent of the micros sold in

WORKERS PLAYTIME The original PC was designed very mind - it had a cassette port, could be plugged into a TV, and booted up to a version of the BASIC programming language just like any other home comouter. In the States the IBM PC was seen as a home machine from the start, but in the UK it took Alan Sugar VAT, and at last a full feature PC compatible was available in high-street stores from a name everyone knew. The PC design became viable as a home computer in the UK.

There are however a huge number of PC designs around, ranging in price from a couple of hundred to over £10,000. Deciding to buy an IBM comnatible is the easy part!

SOFTWARE

The fact that the PC had been considered a home computer in the States for the last eight years meant that there was a considerable base of games software ready for the Amstrad PC1512. Although some of the US titles are a bit dated, at least they are not noor conversions of Spectrum or C64 games, indeed many are not available on any machine except the PC, or Microsoft's Flight Simulator, for example, and many titles from Microprose Meanwhile UK companies have

started producing PC versions side-byside with Amiga and ST releases. Many games houses now regard the PC as important a market as the Amiga, although sales lend to be considerably lower than for the ST. Games prices tend to be comparable, too But without doubt the PC's

strength is in business software. For

on the Amies or ST there are ten or twenty for the PC, many cheaper and more powerful. If you are looking for a games machine the PC is not the best choice but if you want to mix business.

HIGHER SPEEDS

The hapin PC used an RORR tracessor running at 4.77MHz, and was almost too slow to merit the label '16-bit'. Most clones these days use the faster 8086 processor running at 8MHz which, though not nearly as nippy as an Amiga or ST, is considerably faster. than most 8-bit machines with the possible exception of the BBC Model B.

Most clones come with at least 512K of RAM, and 640K is now the norm. It is not worth putting more than 640K of RAM into a basic PC as the MSDOS operating system - under which most software runs - won't recognise the extra. There are ways mund this limit, but these involve special hardware and are beyond the some of this feature! A basic PC clone. with just a single 5.25-inch 360K floopy disk drive, can be had for around The IRM AT introduced the faster

80286, a true 16-bit processor running at 8MHz. Most clones nowadays run at least at 10MHz, and even 20MHz is becoming common; resulting in a or Amiga. Prices are rather higher, with with decent colour graphics, such as the new Amstrad PC2286, would cost

The factost IRM compatibles use the 32-bit 80386 processor running at anywhere from 16 to 25MHz, and are well canable of matching the competithese machines are pricey: the cheapest would set you back over £3200 for a colour machine with 4 Mbyte of memory and 65 Mbyte hard disk drive.

Although several budget priced PC compatibles have recently been bunched, such as the Sinclair P200, Schneider's Euro PC or the Divetti PC1. It is the faster and more exper comes to games. Many flight simulators are only really playable on a 286 with decent graphic display

GRAPHICS & MONITORS For a supposedly standard design, the IBM PC is extremely confusing when it

comes to the display. This is largely due to the modular nature of the PC as the electronics that drive the screen

are actually mounted on an expansion card, called a 'Graphics Adaptor'

(American snelling) which means that The original PC came either with

an extremely clear text- only adaptor. called the Monochrome Display Adap tor (MDA): or with a rather less clear Colour Graphics Adaptor (CGA) that was capable of displaying a number of graphics modes. The colour mode dis-320 by 200 nixels, and it was this mode that was used by most games is also capable of displaying

A further limitation of the colour display is that only three combinations of four colours can be used - the most purple, light blue, black and white Some games. Elite for example, thank-

fully use green, red, yellow and black of CGA. Hercules introduced the Her cules Graphics Card (HGC) which could display high quality monochrome graphics and high quality text. It standard for monochrome displays, pixels. However, although it is compatitotally incompatible when it comes to graphics. Games software written for

IRM eventually produced a decent display with the Enhanced Graphics Adapter (EGA). This offers a respectable 16 colours from a palette

350 pixels. It is fully compatible with MDA and CGA, but needless to say cannot display graphics written for a for colour graphics on IBM compati bles, and most games now support both CGA and EGA - some, such as display nictures on the EGA version The Ametrad PC1512 offers CGA graphics in both its colour and monochrome models, converting colours to shades of grey for the monochrome display. It also offers a resolution to EGA - but is totally incompatible. Little software has been written for this mode, although it is supported

either straight CGA or EGA on its



TIEY GOT TO OFFER?

colour models - or Hercules on the monochrome version. This generated lowed the example of the mono 1512

In 1987 IBM introduced the VGA display. This can display all EGA modes, plus several others including 16 colours at a resolution of 640 by last mode can be selected from an amazing 262,144, making it capable of displays that from a distance look as ly the equal of the Amiga or ST. This mode does, however, require an ana logue monitor for display which tends

Most 286 and 386 compatibles offer VGA display. VGA is not yet vital for the purchaser wanting to mix plea-

SOUND

The IBM's sound capabilities are notable by their absence. There is a loudspeaker, but that's about it - the

Programmers have used all sorts most games manage the odd zap and ptang as well. Galactic Conqueror from Titus actually includes a short burst of campled music, but no one ave

bought a PC for its musical prowess But for those with the money, the number of 'intelligent' MIDI interface expansion cants available for around £150 that, with the right software and MIDI instrument from the PC into a full MIDI controller – rather more nowerful than the Atari in fact, as the ST's builtin MIDI part is only passive

DRIVES

The standard PC uses 5.25 inch floory disks each storing 360K of data, and most software is issued in that format disks, but crams 1.2 Mbyte onto them. AT compatibles can read 360K disks. but some of the copy protection sys-

IBM chose to join the rest of the world with its PS/2 range, and fitted 3.5-inch disk drives. These store either 720K or 1.44 Mbyte on a risk and do seem to be catching on with software publishers. Most software these days is either issued in both 5.25 and 3.5

You can also add hard disk drives to any BM compatible, which can store anything from 20 Mbyte upwards and are considerably faster. A 20 Mbyte drive for the PC can be had for around

MICE & JOYSTICKS Many software packages will take input from a mouse or a joystick. The



Microsoft mouse has become a bit of a standard here, although this is quite expensive. The Amstrad PC1512 and 1640 both come with a mouse, but unfortunately it is not totally compatible with the Microsoft model - it usually works fine but seems to have nonly

The original IBM design also catered for a joystick in that it produced an expansion card that could be ed sockets for one or two analogue inveticks. The natch is the price: nom patible loystick cards cost around £25 while the joysticks cost around £20 Fortunately the two are often hundled

The Amstrad PC1512 and 1640 also come with a joystick socket, but this is for a switched Atari-style unit and is completely incompatible with the IBM interface. Most US software supports the IBM interface, while most LK software provides an Amstrad option as well. The good news is that the Amstrad joystick is effectively part of the keyboard, so if the software allows you to 'configure the keys' it is frequently possible to substitute invstick

dropped on the PC2000 range. ACE MACHINES

No one in their right mind would buy an IBM clone just to play games - you would need to spend thousands to get a machine anywhere near the spec of

an Amiga or ST. doing serious work, the PC is second to none; and not too bad as a games the PC is an ideal purchase. Buy a PC and you will never end up in a computing backwater, either

Model 70

Make & model	Price inc VAT	RAM	Processor	Disk r Drive	Display Adaptor	Software	Comments
Sinclair PC200	£574	512K	8086 8MHz	3.5° 720K	CGA colour	GEM and Basic Four games	Comes with joystick.
Schneider Euro PC	£631	512K	8088 10MHz	3.5° 720K	CGA colour	Microsoft Works	Limited on expansion.
Olivetti PC1	£574	512K	V40 8MHz	3.5° 720K	CGA colour	First Choice package	One expansion slot.
Amstrad PC1640	£804	640K	8086 8MHz	5.25° 360K	EGA colour	GEM and Basic	Three expansion slots.
Amstrad PC2086	£862	640K	8086 8MHz	3.5° 720K	VGA colour	Windows and Basic	Price for single floppy drive.
IBM Model 30	£1491	640K	8086 8MHz	3.5° 720K	Herc mono	-	Price for twin floppy drive.
Amstrad PC2286	£1322	1Mb	80286 12MHz	3.5° 1.44Mb	VGA colour	Windows and Basic	Price for twin floppy drive.
Amstrad PC2386	£3219	4Mb	80386 20MHz	3.5° 1.44Mb	VGA colour	Windows and Basic	Price for 65Mb hard disk drive.
IBM	£7467	2Mb	80386	3.5"	VGA		Price with 120Mb

1.44Mb colour

RANGE

PRICES

CONSOLE HARDWARE UPGRADE GUIDE SEGA NINTENDO Mastersystem

Plus

and The Super System (includes Light ROR - and Zanner out) Phaser and 3D glasses, plus 3D game.

(includes Light Phaser and an extra game) Bros), the Deluxe Set (including Robot -

The recommended retail prices are: The recommended retail prices are: Mastersystem £79.95, Mastersystem Plus Control Deck £99.95. Deliase Set

The Control Deck (including Super Marin

	\$99.95 and the Super System \$129.95. Accessories: Light Phase £29.95 bins game carriage £44.95i. 30 glasses \$39.95, control stick £14.95 and control packs £69.95 - note, the mini-stocks which were used with the control packs are no longer available. Sega have also recently released a rapid fine unit costing £5.95	
MONITORS	A/V out and R/F out. The system's designed to plug straight into a T.V.	R/F out, separate audio and video out sockets. The Nintendo is designed to plug straight into a domestic T.V.
DRIVES, MICE & JOYSTICKS	The console supports two joysticks, the Light Phaser plugs into joystick port two. The 3D glasses slot into the card slot on the front of the console. Joysticks and pads have two buttons on each for game selection/firing.	The Nintendo supports two joysticks. The robot utilises the second port via the sec- ond controller.
SOFTWARE	Most of Sega's arcade games find ther way onto the consolis, to there are plenty of action games to play. There are also a large number of games with extra appeal to younger gameplayers.	Super Mario Bros is one of the best guines server released, for either counsile or home computer so it's almost worth own many a system for that one game. Since the Netendo bunch in late 56 the range of Software has been saled. The Japanese and Americans have had hundreds of games to choose from whereas we thist have had precious few. Netendo recloud hard all about to change though, and will be releasing 2-4 games per month.
PROSPECTS	The Sega console has dominated the U.K. console market for the last year-18 months, thanks to Nitrendo's poor launch into the market at the end of 86 Games have since confinued to come out at a steady rate of 45 per month for the console, and will continue to do so.	At the time of going to press the prospects look good, then again the prospects looked good when the machine was first launched.
OVERALL	If all you want to do is play games, all you need is a console. The Sega is currently the better supported machine but the Nintendo may soon start giving it a run for its money.	The Nintendo is a great machine, most of the software arcade style games, but there are some educational titles available. The Japanese machines can be fitted with eathr a disk drives and other widgets but the British models can't as yet, so you're still only going to be able to play games on the machine for the foreserable future.
RATINGS	Graphics 4 Sound 3 Software: Range 3 Quality 3 Prospects 4	Graphics 4 Sound 3 Software: Range 1 Quality 3 Prospects 3

PINK

WARRIOR COMPETITION

What would we do without Woody from US Gold? The kind lady has already given us loads of Dragonlance books to give away as prizes. and now she's giving us yet more! Dragonlance Tales is a three volume set of exciting ...erm ... tales. And Herne's is a two-unlume set all about ...wait for it, wait for it ... heroes.

To win this glorious, sparkling 'wouldn't swap my new one for two old ones' prize, all you have to do (is the Shake 'n' Vac?) is send us a postcard or stuck-down envelope telling us in what years the War of the Lance started and finished. Send your answers to PINK WARRIOR. ACE at the Bath address and make sure they arrive before May 5.

LOOK BOOKS! So, just how heavy were those special collec-

tor's editions of Dragonlance Chronicles and Legends? You had some pretty wild guesses. ranging from 1,000 grammes to 5,500 grammes. The actual answer (as weighed on our postal scales) was 2089 grammes. No-one got it spot on, but the closest guess of 2110 grammes came from D. Liu of Doncaster, Congrats, and they'll be in the nost soon

A PUNNY THING HAPPENED ON THE WAY... FTC

Groan! No more! No more! The Pink Puns you sent in were AWFUL! Truly terrible - they've had

the office in stitches for weeks, well done. Some of the wittier ones included: The Sound Of Ewe-sick, and Piddler on the Hoof from R Nicholls of Bradford. Roy Kay had a few goodies: Run Silent, Run Sheep, One Ewe Over The Cuckoo's Nest and Baatrek - The Search For Flock, Daniel Barnett of Swansea gave us a chuckle with Good Morning Vietlamb and Peter Young nearly scooped the prize with, amongst others: Ro-Bo-Peep, Wool Metal Jacket and Chop Gun. But the winner has to be Paul Bowden of London with the classics: The Lambs That Time Forgot, An American Werewool in London, Zombie Fleece Eaters (a cracker that) and the never-to-be-forgotten A Ruminant With A View. Well done Paul, and cheers for pointing out the following REAL film titles: The Sheepman (1958) starring Glen Ford, Lady Caroline Lamb (1972) starring Laurence Olivier and the French film The Sheep Has Five Legs (1954). Tee-beel Have fun with the chromalin Paul!

SOLUTION TO PRIZE CROSSWORD NO12

The first correct entry pulled from the sack came from Christopher Frost of Beckenham in Kent. The completed crossword should have looked

like this:



THE ACE PRIZE

No! This is not another crossword – it's a cross number! All of the values in the grid are based on three unknowns, represented by the letters A. C and E.



CLUES. 1. E 2. A*C 3. A (squared)

4. E (squared) 5. A+C-E 6. C

7. A 8. C (squared)

Simply find the values for A, C and E. Compute the missing numbers and fit them all in the grid. Easy! - or is it?

Instead of trying to work this out with pencil and paper, why not devise a simple listing that will allow your micro to solve it for you?

ITHINK

A= C=

-

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Please State a) Demo's b) Classic Games c) Music d) Adventure

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THE ACE PRIZE CROSSWORD No14

Here it is folks! The same crossword as last month, but this time with the correct grid! Wow! Congratulations go to everyone who managed to complete the crossword and draw their own grid, (especially Frank Hollis of Harlow, who wins himself a special prize, and sorry, but you'll have to sit this one out while we give everyone a chance to do the crossword without having to design a grid.

The first correct entry from the postbag wins a voucher worth £25 redeemable through the ACE special offers pages. Closing date for entries is May 5. The ACE crossword is cryptic. The answer might be an anagram, or formed from the end of one word and the beginning of another, or simply hinted at in the clue. Most, but not quite all, of the answers are computer related.

ACROSS 4. Motorists teeing off (7) 6. Reversal of input and output circuits to make razor sharp (5)

8. In case the bounder forms a software house (7)

9. Early form of electronic device (5) 11. Cruel, she sabotaged game from Gremlin (8) 13. Pity male characters running round

in school break (8) 15. Ten to one backing for leading Nor wegian game (5) 16. River Liffey flowing from Ocean (7)

18. Time to get boy a computer (5) 19. Host prepared to introduce heated game from Addictive (7)

DOWN 1. Night vision (5)

2. Key to get free of network (4) 3. Mercenary software house (7) 5. The way to win a game from Imagine

7. Herman's family game (3.8) 10. Drive-in surgery (4) 11. lcv greeting (4) 12. Boy unhappy at first to get game

14. Goal to develop student computer language (5) 17. Flip coin to get a screen symbol (4)

D YOUR ENTRIES TO PRIZE CROSSWORD 14, ACE, 4 QUEEN STREET, BATH

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Chuck Yeager
Fast Break

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Enightenment Druid 2 Express Raider Fight Night Heartand Jack The Nipper 2. Kantus Kami-Kaze Krakout

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Pringel Sim
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Soccer Boss
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Alt, World Cames.
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Trio ... Venom Strikes Back Zono ... Bravestan ...

Toy Scarre.
10 Computer Hits.
The Fury.
Top Fuel Challenge.
Thanatos.
3 in 1 (Manapoly etc.)

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Flurily
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The Archers
Trap Door (Through)
Tour De Force

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Pulsator
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BMX Sen 2
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Rugby Sim
Powerplay
Ace 1 or 2

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LATE WINNERS.

ber, in conjunction with Activision we ran a glorious compo offering a stunning Amstrad Studio 100 multitack recording studio and a Casio HT700 polyphonic synth with MIDI. The two lucky winners who never managed to make it into print were: Terence Kent from the Isle of Wight and Haresh Bhangal of Bradford, who both knew that Karl Jaffey had something to do with the programming of Electric Dreams' R-Type conversion and that MIDI stands for Musical Instrument Digital Interface. Well done chaos.

GILBERT ALERT!

alien, star of ITV's Get Fresh series is soon to make his debut on the computer screen thanks to Fnigma Variations, who are currently working on a Gilbert The Alien arcade adventure. To celebrate, they've kindly donated 10 gooey Gilbert heads for us to give away in a competition. Now these heads are really tacky. slimy, sticky and downright disgusting – if you're a



Ere's an image for ya. Mahatma Ohandi burying a bicycle...

neousl owner of one, all you have to do in make up a witty caption to accompany this photo of the low able slime-bucket. to GILBERT, ACE. at the Bath

address, making

sure they arrive no

later than May 5th.

SOLUTION TO PRIZE PUZZLE NO12

The actual universe of Whicky taken (in ninc) w

9026953012087541376623442549586745199 And the first correct entry from the sack car

from Steve Wood of Wolverhampton, who wins £25 worth of software for his ST At first sight, it might be thought that the volume taken would be 52 nips, but it should be remembered that for each nip after the first a small amount of water

should be included in the volume, this amount increasing at each successive dilution. After the first nip has been poured the bottle con-

tains only 99/100ths of whisky so consequently the following week it will be reduced by a further 99/100ths of this amount if this is reneated the uniume of actual whisky remaining in the bottle after each successive week will be given by the following series:

100 100 100 100 If this is repeated 52 times and the result subtracted from 100 (the original volume of whisky) the result will

he the amount taken. A simple program to compute this might be: FOR WEEK =1 TO 52

NEXT WEEK PRINT 100

However, this will not give the EXACT volume as required by the question. In the following listing the actual computation is done by using strings to hold the values, only one digit at a time being taken and converted to a numeric variable for the actual mathematical operation to be carried out. Each successive digit is then converted back to a string variable to enable too, the use of a 'carry' variable. The actual method used is precisely that which would be employed if the calculation were to be done using pencil and paper.

To avoid having a decimal answer until the end of the computation, only the multiplications (by 99) are performed in the early stage. This is done using the submittine As each operation results in the decimal nt moving two places to the left (i.e. to divide by 100) a note of its position is kept in a separate vari able (DP). Once the multiplication has been completed lines 110 to 1301, the result is subtracted from the volume of the bottle (lines 140 to 210). Again, this is done using strings to hold all of the digits. Finally, the position of the decimal point is assessed line 2201 and

LISTING 100 TS#100'-0P=0 110 FOR WEFK 1 TO 52 30 NEXT WEEK

40 AS="1"+STRINGSILEN(TSI,"07/TS="0"+TS 50 ZS=":CARRY=0

:50 ZS=":CARRY=0 :60 FOR F=LEN(TS) TO 1 STEP-1 :70 V=VAL (MDS/AS.F.1)+VAL/MIDS/TS.F.1)) LYDDA-CVDDA-U 180 F V<0 THEN CARRY=1:V=V+10

200 NEXT F 210 F LEFTS(ZS 1)="0" THEN ZS=MIDS(ZS 2) "ACTUAL VOLUME OF WHISKY TAKEN: PRINT | FFTS(2S DP)* "MIDS(2S DP+1)

000 CARRY=0:PS=" ":DP=DP 000 CARRY=0.PS="":DP=1DP+2 D10 PGR F=ENT\$| TO 1 STEP -1 020 V=VAL IMDS(TS,F,1))*99+CARRY:CARRY=0 030 IF V>9 THEN CARRY=V DIV 10:V=V MOD 10 1050NEXT F

1060 F CARRY <>0 THEN PS=STRS/CARRYI+PS 1070 TS=PS:RETURN This listing should run on any machine capable of running MicroSoft BASIC

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PBM CORNER SKULLBALL

Since its launch, over 12 months ago, Skullball has rapidly increased its player base to the point where they have now got a waiting list three times larger than the 100 satisfied existing players.

As for many FBM companies, success brings problems. On The Brist, the disagrees of the game cannot cope with any more players and still maintain its high standards. The solution then has to be a computer-moderated version. Make if eavly to play, with NO coded messages to decipher, but still allow room for the GM to adoption, and areaches, for flatal personal truch. Add a few new orders, while keeping the old cones, speeding the returns and improve the reliability. Slift on hidden charges despite over 100 cmfs per than ad a few internal messaging corders per than and a few internal messaging.

whose previous work includes programming the PSS games Annals of Rome, Tobruk and Pegasus Bridge. He is also the designer and programmer of Dark Blades PBM. The computer-

moderated Stulball is set for bunch in May and will be run by newcomers Active Games, whose games will all be computer-moderated in order to run a fast, efficent and regular service. They will be producing their own games – a tactical space PBM is already in the pipeline – but are also interested in markeling other companies games, if they meet the requirements. For more info contact:

ACTIVE GAMES, PO BOX 1500, HALESOWEN WEST MIDLANDS, B62 9F7.

WHO YA GONNA CALL?

ACTMISON Stand by for the imment launch of the leg Office of the O

Who sang the Ghostbusters theme song:
 What's Slimer's favourite pastime?
 Name the four Real Ghostbusters.

TOYS DESIGNED TO MAKE MAGAZINES LATE...

After Daleks came Crystal Quest. Both of them Mac games that are simple, playable and horribly, horribly, horribly addictive. Now we at the ACE offices have something new to contend with.

This isn't software, but something you can actually took. Enter the Sticky, Tacky Warrior. The what? Well, you know Graeme went to the toy fair last month? He managed to pick up a freeble that's had the office in stitches for days. The Sticky, Tacky Warrior is approximately 4" tall fall rest and is made of some wend rubber/polymer (a bit like hard sime) that not only stetches in all directions, but has this amazing ability to sick to things: especially waits and ceilings!

Nowadays you can't work for more than In minutes without having to duck a flying Sticky, Tacky Warrior as it speeds over your head and crashes into the wall behind feally have asked Graeme how close we were to deadlines before handing one over to him. As it is, we've got a manic editor a manic toy to lay with!



GREEN ALIEN ON EMISSION FROM OUTER SPACE HAD SEX WITH MY COMPUTER

"We were just going about our business as software publishers when this blinding blue light filled our office," explained shocked game impresarios Mark Greenshields and Richard Naylor. "Then this horrible green man slid into the room on a trail of snot, announced that his name was Gilbert and told us he had

Mark and Richard apparently woke up a week later to find they had almost completed a game, and couldn't remember a thing about it. Pausing only the refuel their B52 Bomber, the software heroes set a course for the moon (Cont P194)

NAVY MOVES

In an unprecedented step, Microprose has stepped up the war against suit-wearing software pirates. Anyone found pirating a copy of their new action game Navy Moves will have a free watch strapped to their wrist and the offending appendage chopped off. Martin Moth, Public Relations manager for the firm demonstrates to Blitter End readers how he will be

using his rusty penknife in conjunction with a traditional stone block to sever the hands of offenders... (Oh alright then, we were making it all up. Buy a copy of Navy Moves and you get a free hand with an exclusive Navy Seal digital watch strapped to it...)



Animal rights campaigners yesterday completely ignored the plight of a stallion who complained he had been mercilessly strapped into strange leather apparatus and paraded around a field by two promotions people wearing strange costumes.

I have never been so ashamed in my life," the horse told our reporter, "this stunt to promote Might and Magic II was carried out in full view of passing motorists on the M25. I was publicly humiliated by these hatwearing con merchants. I feel thoroughly taken for a ride."

"Still, that's fantasy role-playing for you," commented the horse's agent. Readers who would like to hear the horse neighing against the throaty roar of motorway traffic can dial 0898...

WINNERS BOX....Clustering up Mark Wooland's front room soon will be that completely brilliand Size Wars arcade machine that was on offer as a price in the great ACE, Domark competition back in likes 17. The locky Miller Agrees chapping area the first to be pulled from the sack with the correct assers, namely, Mark Hamill, X-sang digher. Tarkin, Vektor Graffs and Alderan, Well done Mark, and we hope you get the control of the control

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